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57 PRACTICAL PROGRAMS & GAMES IN BASIC

BY KEN TRACTON

Programs for Everything from Space War Games to Blackjack . . . from Craps to I Ching!

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Preface

These programs are intended for the computer hobbyist or user who has access to a computer system with standard BASIC language available.

The various programs are written in such a manner that they will operate even with a simplified subset of full BASIC. The advanced programmer, with full BASIC available, can easily modify the programs to take advantage of the functions and capabilities of the full instruction set.

The programs were chosen not just for their intrinsic qualities, but also for their role as teaching aids.

I would like to take this opportunity to thank the following people who helped to make this book possible. Alec Grynspan, who supplied the Bubble-Sort program; Tom McRoberts, who was able to read my notes and typed the manuscript; Laura Semple, who drew the final drafts of the flow charts; Jane, who said programming is simple; and David, who named my Iguana.

I would like to extend a special thank you to Construction Data Systems, who allowed me access to their time-sharing facility on an IBM 370-158 computer systems.

Ken Tracton

Contents

BASIC STATEMENTS

BASIC (Beginners' All-purpose Symbolic Instruction Code) was invented and developed between 1963 and 1964 by John Kemeny and Thomas Kurtz of Dartmouth College. Since its first use in 1964, BASIC has steadily gained popularity as a high-level computer language which the user can easily master. The essential vocabulary is below:

Statement	Example	Definition
CHANGE	CHANGE N$ TO N	assigns to the elements of N the ASCII numeric value of the string N$
DATA	DATA 15, -8, 76,...	the DATA statement assigns appropriate values to the variables listed in the READ statement
DEF	DEF FNR (X, Y) = (X 2 + Y 8)	a single line function is defined by the DEF statement
DIM	DIM Z(3, 4)	dimensions the elements of X as a 3 by 4 matrix
END	END	ends program execution
FNEND	FNEND	a multiline DEF statement must end with a FNEND (function end) statement
FOR-TO	FOR X = 2 TO 66	defines the FOR, NEXT loop
GOTO	GOTO 100	transfers execution to line 100
GOSUB	GOSUB 100	transfers program control to a subroutine commencing at 100
IF-THEN	IF A = X THEN 100	transfers program execution to 100 if the relational test is true
INPUT	INPUT X, Y,...	assigns to the variable(s) the values presented by the user from a user defined device
LET	LET A = V	assigns the value of V to A
NEXT	NEXT X	returns control to the beginning of the FOR-TO loop
ON-GO TO	ON M GO TO 10, 20, 30	as M ranges in values from 1 up to 1st, 2nd,...line number is transferred control, as follows to GO TO statement
PRINT	PRINT "LESLIE"	prints the alphanumeric string within quotation marks
RANDOMIZE	RANDOMIZE	assures each call to the RND produces a different order of random numbers
READ	READ L, K,...	reads values from the DATA statement found in the same program
REM	REM AREA	remark is placed in the program to be used only during listing as a debugging aid

Statement	Example	Definition
RESTORE	RESTORE	restores the data pointer
RETURN	RETURN	returns program execution to the next instruction following the subroutine call
RND	RND	produced a random number
STOP	STOP	stops program execution

LIBRARY FUNCTIONS

ABS	absolute value
ATN	arctangent
ASC	converts a ASCII character to its numeric value and assigns it
CHR$	converts a numeric value to its ASCII character and assigns it
COS	cosine
COT	cotangent
DET	determinant
EXP	raise e to the x power
INT	truncates to an integer
LOC	determines the position of the pointer
LOF	determines the last storage location in a file
LOG	returns the log (base e) of the argument
RND	produces a random variable
SGN	determines the sign of a variable
SIN	sine
SQR	square root
TAB	positions printing head of a printer (CRT or LINE)
TAN	tangent

BASIC COMMAND FUNCTIONS

BYE	terminates time-sharing session
CATALOG	lists names of all files saved
GOOD-BYE	same as BYE
LIST	produced a listing of the current file
NEW	specifies that a new file is being formed
OLD	accesses an existing file
RENAME	allows the name of a current file to be changed
RUN	causes current program to be executed
SAVE	causes current program to be saved (stored)
SCRATCH	deletes the current file
SYSTEM	transfers control from BASIC to the system's monitor
UNSAVE	cancels storage of a file

exponential ↑
multiplication *

PROGRAMS

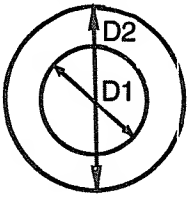
The programs appear in alphabetical order. Each one contains any applicable formulae, followed by an example of using the Program, the Flow Chart, and lastly, the Program itself.

ANNULAR SECTIONS

This program computes the various parameters; moment of inerta, polar moment of inertia and area; connected with an annular section.

FORMULAE

ANNULAR SECTION $I = \frac{\pi (d_2^4 - d_1^4)}{64}$ $A = \frac{\pi (d_2^2 - d_1^2)}{4}$

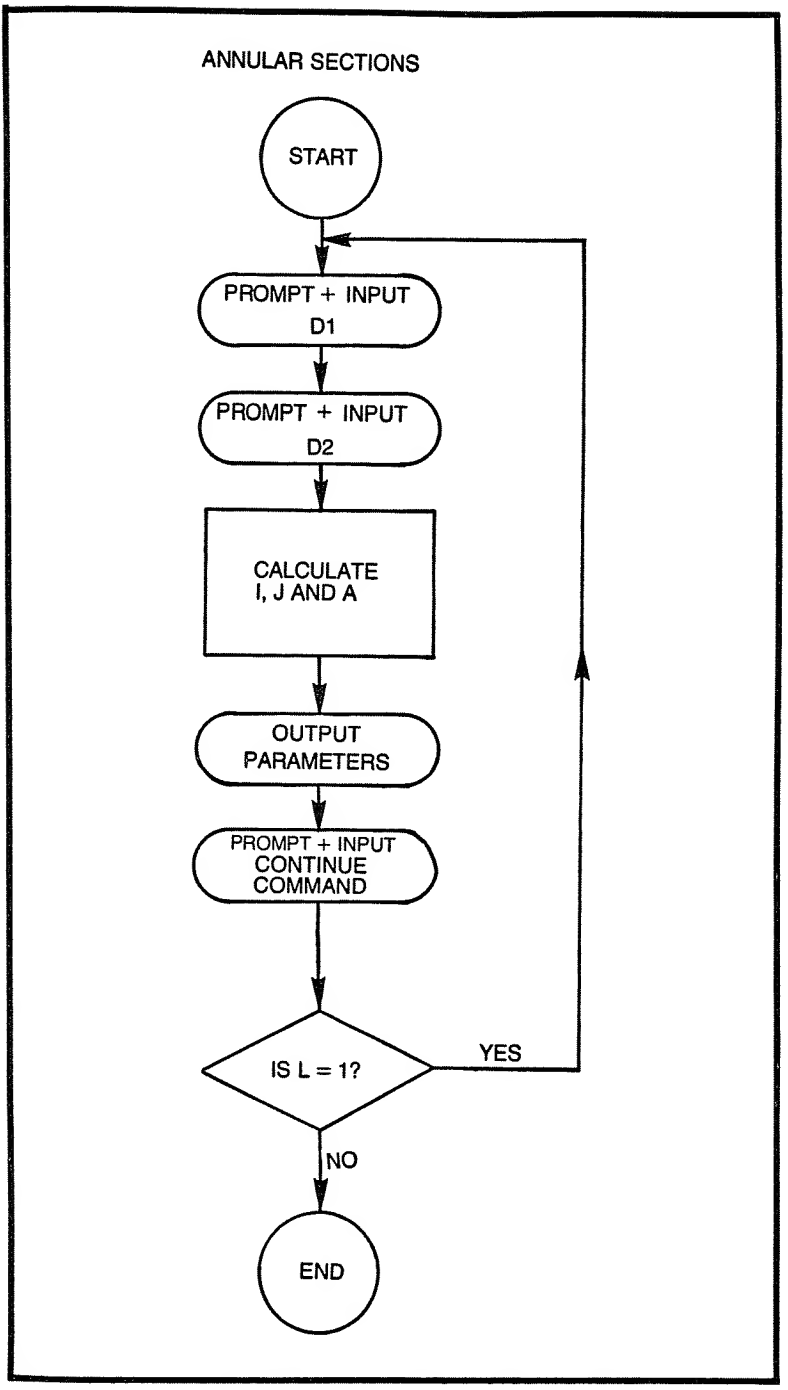


$J = \frac{\pi (d_2^4 - d_1^4)}{32}$

where I and J is in (in.^{3}) and A is in (in.^{2}).

EXAMPLE

```
INSIDE DIAMETER (D1) =
?
3
OUTSIDE DIAMETER (D2) =
?
4.11
MOMENT OF INERTIA = 10
POLAR MOMENT OF INERTIA = 20
AREA OF SECTION = 6.18
TYPE 1 TO CONTINUE, 0 TO STOP
?
0
* END
```


ANNULAR SECTIONS
START
PROMPT + INPUT
D1
PROMPT + INPUT
D2
CALCULATE
I, J AND A
OUTPUT
PARAMETERS
PROMPT + INPUT
CONTINUE
COMMAND
IS L = 1?
YES
NO
END

ANNULAR SECTIONS

```
10    REM THIS PROGRAM COMPUTES THE VARIOUS
20    REM PARAMETERS CONNECTED WITH AN ANNU-
      LAR
30    REM SECTION
40    PRINT "INSIDE DIAMETER (D1) = ";
50    INPUT D1
60    PRINT "OUTSIDE DIAMETER (D2) = ";
65    INPUT D2
70    LET P = 3.14159
80    LET I = (P*((D2↑4) – (D1↑4)))/64
90    LET J = I*2
100   LET A = (P*((D2↑2) – (D1↑2)))/4
110   PRINT "MOMENT OF INERTIA = ";I
120   PRINT "POLAR MOMENT OF INERTIA = ";J
130   PRINT "AREA OF SECTION = ";A
140   PRINT
150   PRINT "TYPE 1 TO CONTINUE, 0 TO STOP"
160   INPUT L
170   IF L = 1 THEN 190
180   STOP
190   PRINT
200   GO TO 40
210   END
```

ARITHMETIC MEAN

After each sample is entered the computer responds with sample number and the current mean. The program will continue to run until the operator types an exit or a break command.

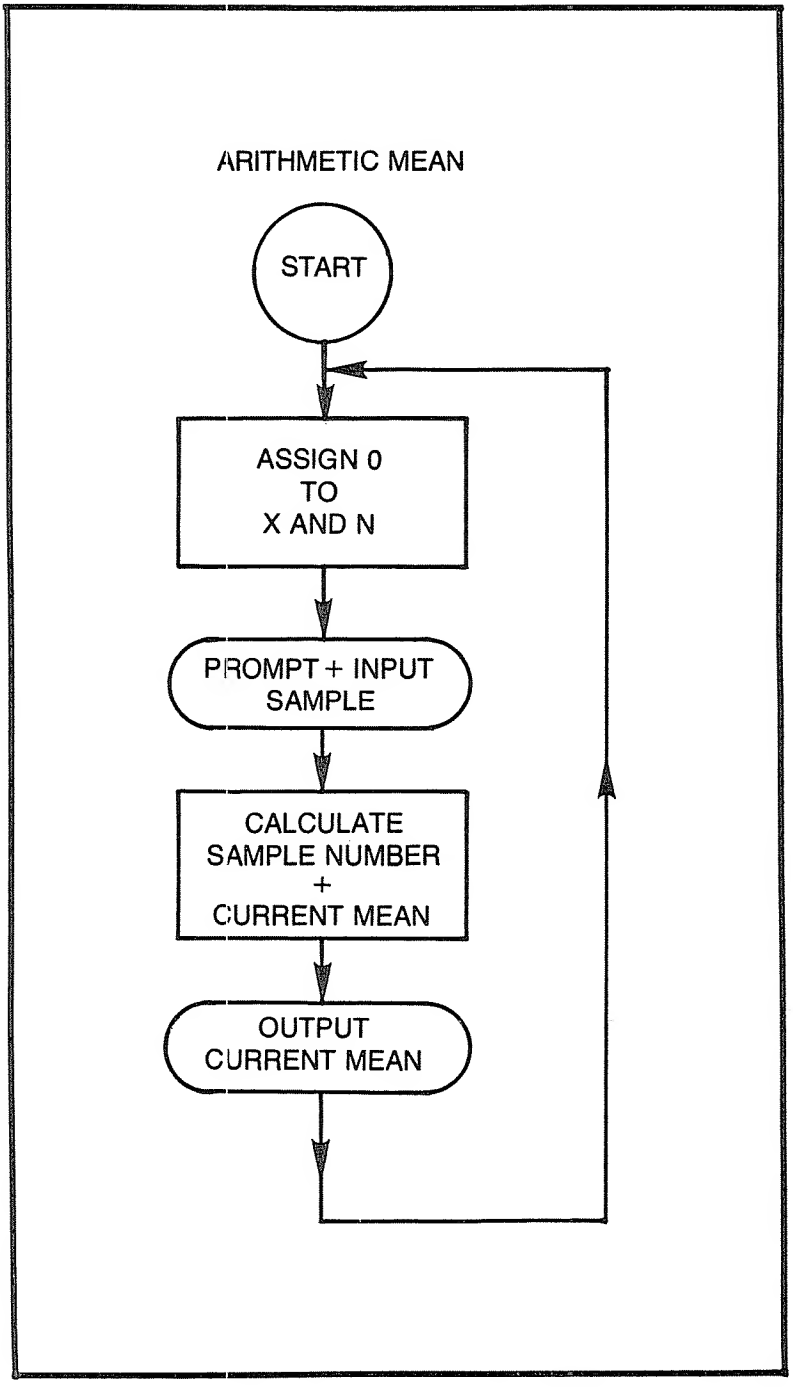
FORMULA

$$\overline{A} = \frac{1}{N} \sum_{i=1}^{N} a_i$$

EXAMPLE

```
ENTER SAMPLE
?
5
    N = 1     SAMPLE = 5      CURRENT MEAN = 5
ENTER SAMPLE
?
67
    N = 2     SAMPLE = 67     CURRENT MEAN = 36
ENTER SAMPLE
?
5

    N = 3     SAMPLE = 5      CURRENT MEAN = 25.6666
ENTER SAMPLE
?
45
    N = 4     SAMPLE = 45     CURRENT MEAN = 30.5
ENTER SAMPLE
?
12
    N = 5     SAMPLE = 12     CURRENT MEAN = 26.8000
ENTER SAMPLE
?
123
    N = 6     SAMPLE = 123    CURRENT MEAN = 42.8333
ENTER SAMPLE
?
0
    N = 7     SAMPLE = 0      CURRENT MEAN = 36.7142
ENTER SAMPLE
?
*END
```


ARITHMETIC MEAN
START
ASSIGN 0
TO
X AND N
PROMPT + INPUT
SAMPLE
CALCULATE
SAMPLE NUMBER
+
CURRENT MEAN
OUTPUT
CURRENT MEAN

ARITHMETIC MEAN

```
10   REM THIS PROGRAM COMPUTES THE ARITHMETIC
20   REM MEAN
30   LET X = 0
40   LET N = 0
50   PRINT "ENTER SAMPLE";
60   INPUT W
70   LET N = N + 1
80   LET X = X + W
90   LET A = X/N
100  PRINT "N = "; N, "SAMPLE = ";W,"CURRENT MEAN = ";A
110  GOTO 50
120  END
```

ARITHMETIC PROGRESSION

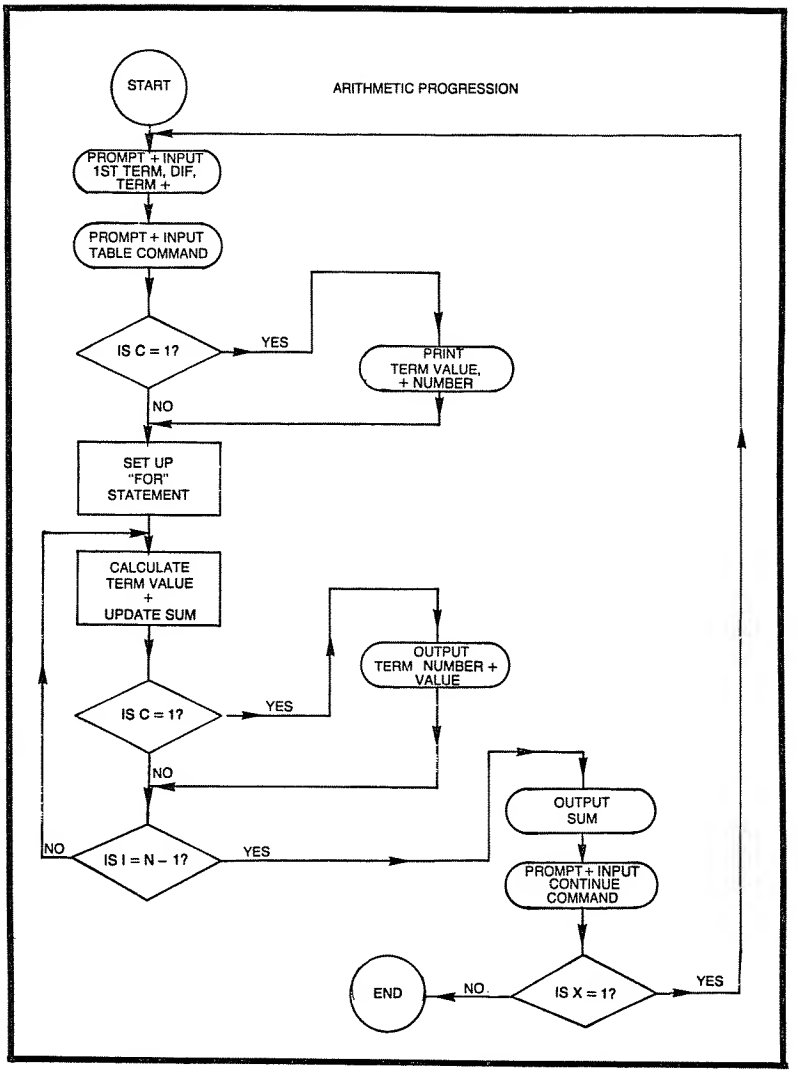
From the following information; first term, common difference and number of terms, this program computes the arithmetic progression.

FORMULA

$$A, A + D, A + 2D, \ldots A + ((N - 1)D)$$

EXAMPLE

```
FIRST TERM =
?
10
COMMON DIFFERENCE =
?
2
NUMBER OF TERMS =
?
5
FOR TABLE TYPE 1, IF NOT TYPE 0
?
1
ARITHMETIC PROGRESSION
TERM NUMBER                    TERM PROGRESSION
1                                            10
2                                            12
3                                            14
4                                            16
5                                            18
SUM = 70
TYPE 1 TO CONTINUE, 0 TO STOP
?
0
*END
```



ARITHMETIC PROGRESSION

```
10    REM THIS PROGRAM COMPUTES ARITHMETIC
      PROGRESSION
20    PRINT "FIRST TERM = ";
30    INPUT A
40    PRINT "COMMON DIFFERENCE = ";
50    INPUT D
60    PRINT "NUMBER OF TERMS = ";
```

```
 70    INPUT N
 80    PRINT "FOR TABLE TYPE 1, IF NOT TYPE 0";
 90    INPUT C
100    IF C = 1 THEN 120
110    GOTO 140
120    PRINT "ARITHMETIC PROGRESSION"
130    PRINT "TERM NUMBER", "TERM VALUE"
140    LET J = 0
150    FOR I = 0 TO N - 1
160    LET K = I + 1
170    LET L = A + (I*D)
180    LET J = J + L
190    IF C = 1 THEN 210
200    GOTO 220
210    PRINT K, L
220    NEXT I
230    PRINT "SUM = ";J
240    PRINT
250    PRINT "TYPE 1 TO CONTINUE, 0 TO STOP"
260    INPUT X
270    IF X = 1 THEN 290
280    STOP
290    PRINT
300    GOTO 20
310    END
```

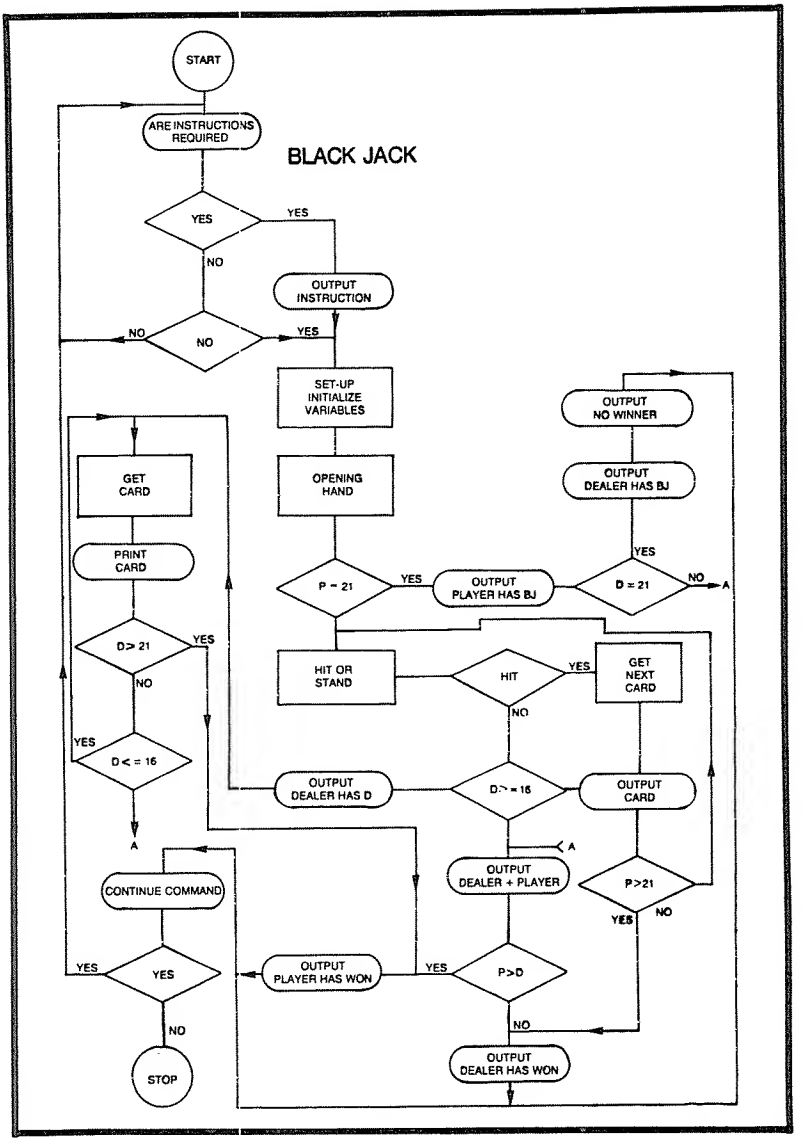
BLACKJACK

Blackjack, or the game of 21, is played against the computer, it being the dealer. Cards are dealt from a self-replenishing deck. Standard rules are as follows:

- Blackjack wins unless the dealer also gets blackjack, in which case there is no winning player.
- The highest score below 21 wins.
- The dealer must draw a card if he is below 17, but must stand if he has 17 or greater.
- Aces count as 11 unless it would force a hand over 21, in which case the ace counts as 1.

EXAMPLE

```
RUN
IF INSTRUCTIONS ARE REQUIRED TYPE YES
IF NOT TYPE NO
?
NO
***GOOD-LUCK-----MAY THE BEST ONE WIN***
THE DEALER HAS A 9 SHOWING
YOU HAVE A 5 AND A 11
YOUR TOTAL IS 16
DO YOU WANT A HIT, OR DO YOU STAND
?
HIT
YOUR CARD IS 4
DO YOU WANT A HIT, OR DO YOU STAND
?
STAND
THE DEALER HAS 12
THE DEALER DRAWS A 5
HIS TOTAL IS 17
YOU HAVE 20
YOU HAVE WON!!!
DO YOU WISH TO PLAY AGAIN
TYPE YES OR NO
?
NO
BLACKJACK SAYS GOOD-BYE
*END
```



BLACKJACK

```
10    REM BLACKJACK
20    PRINT "IF INSTRUCTIONS ARE REQUIRED TYPE
      YES"
30    PRINT "IF NOT TYPE NO"
40    INPUT C$
50    IF C$ = "YES" THEN 90
```

```
60    IF C$ = "NO" THEN 340
70    PRINT "INVALID RESPONSE"
80    GOTO 20
90    PRINT
100   PRINT"**************BLACKJACK**************"
110   PRINT
120   PRINT "THE COMPUTER AS THE DEALER, DEALS
            TWO CARDS TO ITSELF"
130   PRINT "AND TWO CARDS TO THE PLAYER. THE
            PLAYER'S TWO CARDS"
140   PRINT "ARE SHOWN FACE UP, WHILE ONLY ONE OF
            THE DEALER'S"
150   PRINT "CARDS IS SHOWN. BOTH THE DEALER AND
            THE PLAYER"
160   PRINT "MAY DRAW ADDITIONAL CARDS."
170   PRINT "THE PLAYER'S GOAL IS TO REACH 21 OR
            LESS, BUT"
180   PRINT "BE CLOSER TO 21 THAN THE DEALER's
            HAND."
190   PRINT "IF THE PLAYER'S OR THE DEALER'S HAND
            TOTALS"
200   PRINT "GREATER THAN 21 HE IS BUSTED! THE
            KING"
210   PRINT "THE QUEEN AND THE JACK ALL COUNT AS
            10 POINTS."
220   PRINT "ALL OTHER CARDS EXCEPT THE
            ACE COUNT AS THEIR FACE"
230   PRINT "VALUE SHOWS. THE ACE COUNTS AS 11
            UNLESS THIS"
240   PRINT "WOULD CAUSE THE HAND TO BE OVER 21,
            IN THAT"
250   PRINT "CASE THE ACE COUNTS AS 1."
260   PRINT "IF BOTH THE DEALER AND THE PLAYER
            GET BLACKJACK"
270   PRINT "WHICH IS A TWO CARD HAND TOTALING 21"
280   PRINT "NEITHER WINS, IT IS A PUSH"
290   PRINT "IF THE DEALER'S HAND IS BELOW OR
            EQUAL TO 16"
300   PRINT "HE MUST DRAW, AFTER 17 THE DEALER
            MUST STAND"
310   PRINT "TO RECEIVE A CARD YOU WANT A HIT-"
320   PRINT "TO STOP WHERE YOU ARE, YOU STAND-"
330   PRINT
```

```
340   PRINT"***GOOD-LUCK-----MAY THE BEST ONE
            WIN***"
350   REM 1ST HAND
355   RANDOMIZE
360   LET D = 0
370   LET P = D
380   GOSUB 820
390   LET D1 = C
400   GOSUB 820
410   LET D2 = C
420   GOSUB 890
430   LET P1 = C
440   GOSUB 890
450   LET P2 = 3
460   PRINT
470   PRINT "THE DEALER HAS A ";D1;" SHOWING"
480   PRINT "YOU HAVE A ";P1;" AND A ";P2
490   PRINT "YOUR TOTAL IS ";P1 + P2
500   LET D = D1 + D2
510   LET P = P1 + P2
520   IF P = 21 THEN 640
530   GOSUB 960
540   IF L = 1 THEN 690
550   IF D< = 16 THEN 740
560   PRINT "THE DEALER HAS ";D
570   PRINT "YOU HAVE ";P
580   IF P > D THEN 620
590   REM WIN OR LOSS STATEMENTS
600   PRINT "THE DEALER HAS WON!!!"
610   GOTO 1060
620   PRINT "YOU HAVE WON!!!"
630   GOTO 1060
640   PRINT "***YOU HAVE BLACKJACK***"
650   IF D = 21 THEN 670
660   GOTO 560
670   PRINT "THE DEALER ALSO HAS BLACKJACK,
      SORRY NO WINNER"
680   GOTO 1060
690   GOSUB 890
700   PRINT "YOUR CARD IS ";C
710   IF P > 21 THEN 600
730   GOTO 530
740   PRINT "THE DEALER HAS ";D
```

```
750   GOSUB 820
760   LET D = D + C
770   PRINT "THE DEALER DRAWS A ";C
780   PRINT "HIS TOTAL IS ";D
790   IF D > 21 THEN 620
800   IF D < = 16 THEN 750
810   GOTO 560
820   LET C = 1 + INT(11*RND)
830   IF C = 11 THEN 850
840   GOTO 880
850   IF D + C > 21 THEN 870
860   GOTO 880
870   LET C = 1
880   RETURN
890   LET C = 1 + INT(11*RND)
900   IF C = 11 THEN 920
910   GOTO 950
920   IF P + C> 21 THEN 940
930   GOTO 950
940   LET C = 1
950   RETURN
960   PRINT "DO YOU WANT A HIT, OR DO YOU STAND"
970   INPUT Q$
980   IF Q$ = "HIT" THEN 1020
990   IF Q$ = "STAND" THEN 1040
1000  PRINT "INVALID RESPONSE"
1010   GOTO 960
1020   LET L = 1
1030   GOTO 1050
1040   LET L = 0
1050   RETURN
1060   PRINT
1070   PRINT "DO YOU WISH TO PLAY AGAIN"
1080   PRINT "TYPE YES OR NO"
1090   INPUT L$
1100   IF L$ = "YES" THEN 1130
1110   PRINT "BLACKJACK SAYS GOOD-BYE"
1120   STOP
1130   PRINT
1140   GOTO 20
1150   END
```

BUBBLE SORT

This program is actually a subroutine rather than a stand-alone program. It is intended to be used in conjunction with larger programs which require that data be placed in an array in ascending sequence.

BUBBLE SORT

```
10   REM THIS PROGRAM IS A BUBBLE SORT, WHICH
     PLACES THE
20   REM VALUES IN AN ARRAY IN ASCENDING SE-
     QUENCE
30   REM IT IS INTENDED TO BE AN EXAMPLE AND
     NOT A
40   REM SPECIFIC CASE.
50   REM THIS PROGRAM MAY BE CONVERTED INTO A
     SUBROUTINE
60   REM FOR USE IN A LARGER PROGRAM
70   REM THE ARRAY IS Z OF LENGTH N
80   REM Z IS ASSUMED TO HAVE BEEN DECLARED IN A
     DIM
90   REM STATEMENT AND N SET AHEAD OF TIME
100  LET I = N - 1
110  FOR J = 1 TO I
120  LET K = J + 1
130  FOR L = N TO K STEP - 1
140  IF Z(L) > Z(J) THEN 210
150  REM SAVE FIRST VALUE
160  LET T = Z(L)
170  LET Z(L) =Z(J)
180  LET Z(J) = T
190  REM IF Z IS THE KEY FOR SORTING MULTIPLE
200  REM ARRAYS AND EXTRA CODE HERE
210  NEXT L
220  NEXT J
230  RETURN
```

CHI-SQUARE EVALUATION

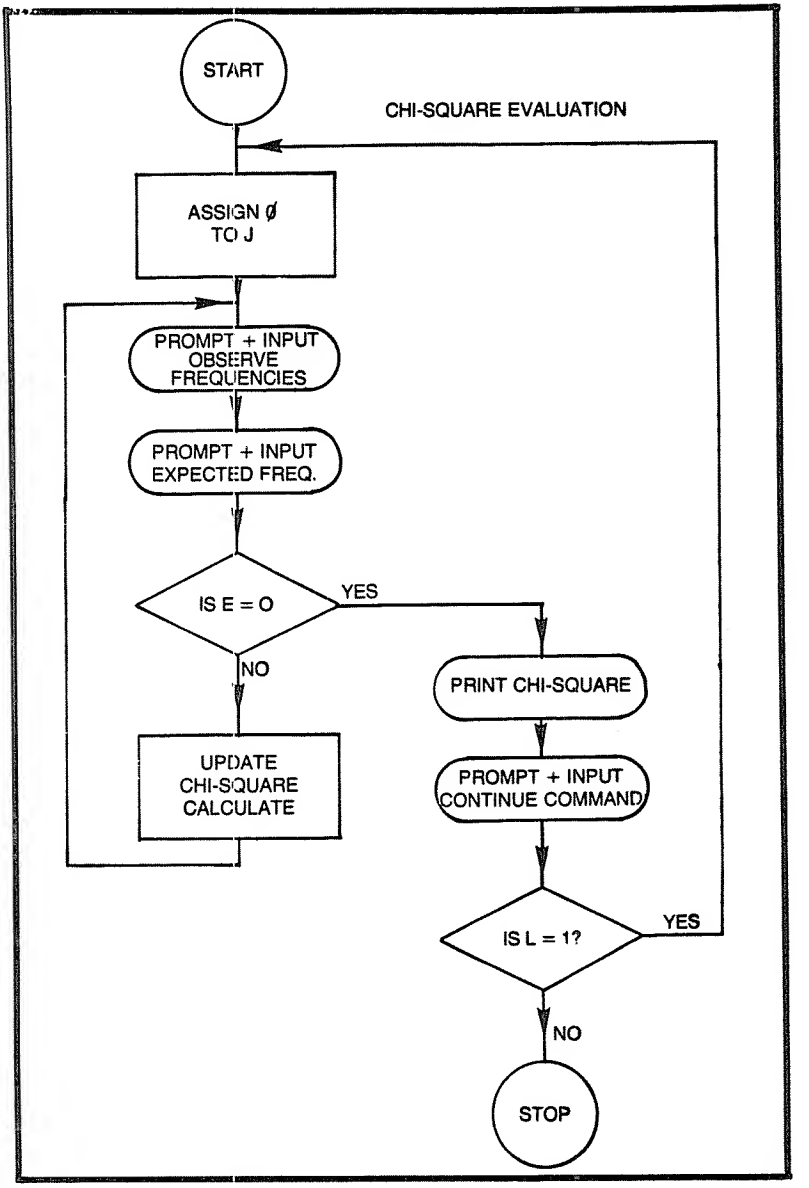
This program computes the chi-square evaluation from the inputed observed and expected frequencies. To terminate the evaluation the use simply inputs a 0 for the last expected frequency.

FORMULA

$$X^2 = \sum_{i=1}^{N} \frac{(O_1 - E_1)^2}{E_1}$$

EXAMPLE

```
OBSERVED FREQUENCIES =
?
10
EXPECTED FREQUENCIES =
?
10
OBSERVED FREQUENCIES =
?
0
OBSERVED FREQUENCIES =
?
0
CHI-SQUARE = 0
**********
TYPE 1 TO CONTINUE, 0 TO STOP
?
0
*END
```



CHI-SQUARE EVALUATION

```
10    REM THIS PROGRAM COMPUTES CHI-SQUARE
20    REM EVALUATION ON THE OBSERVED TO
30    REM EXPECTED FREQUENCIES
40    LET J = 0
```

```
 50    PRINT "OBSERVED FREQUENCIES = "
 60    INPUT D
 70    PRINT "EXPECTED FREQUENCIES = "
 80    INPUT E
 90    IF E = 0 THEN 130
100    LET K = ((D – E)↑2)/E
110    LET J = J + K
120    GOTO 50
130    PRINT "CHI-SQUARE = ";J
140    PRINT "**********"
150    PRINT "TYPE 1 TO CONTINUE, 0 TO STOP"
160    INPUT L
170    IF L = 1 THEN 190
180    STOP
190    PRINT
200    GOTO 40
210    END
```

CIRCLE DETERMINED BY THREE POINTS

The user inputs three noncolinear points, and the program responds with the center and the radius of the circle thus generated.

FORMULAE

$$y_0 = \frac{K_2 - K_1}{N_2 - N_1} \qquad X_0 = K_2 - N_2 Y_0$$

$$r = (X_3 - X_0)^2 + (Y_3 - Y_0)^2$$

$$K_1 = \frac{(X_2 - X_1)(X_2 + X_1) + (Y_2 - Y_1)(Y_2 + Y_1)}{2(X_2 - X_1)}$$

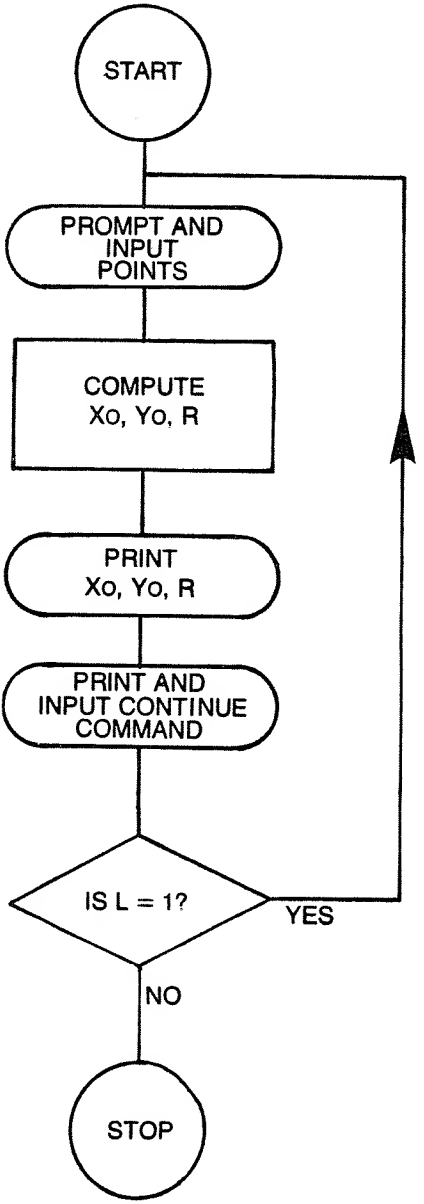
$$K_2 = \frac{(X_3 - X_1)(X_3 + X_1) + (Y_3 - Y_1)(Y_3 + Y_1)}{2(X_3 - X_1)}$$

$$N_1 = \frac{Y_2 - Y_1}{X_2 - X_1} \qquad N_2 = \frac{Y_3 - Y_1}{X_3 - X_1}$$

EXAMPLES

```
INPUT X1,Y1
?
2,3
INPUT X2,Y2
?
5,4
INPUT X3,Y3
?
6,4.5
CENTER X0,Y0 = - 1.25,17.25
RADIUS = 15.10
TO CONTINUE TYPE 1, IF NOT TYPE 0
?
0
*END
```

CIRCLE DETERMINED BY THREE POINTS



CIRCLE DETERMINED BY THREE POINTS

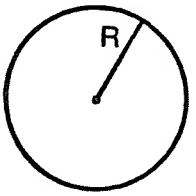
```
10    REM THIS PROGRAM COMPUTES THE CENTER
      AND RADIUS
20    REM OF A CIRCLE FROM 3 NON-COLINEAR POINTS
30    PRINT "INPUT X1,Y1";
40    INPUT X1, Y1
50    PRINT "INPUT X2,Y2";
60    INPUT X2,Y2
70    PRINT "INPUT X3,Y3";
80    INPUT X3,Y3
90    LET A = (Y2 - Y1)/(X2 - X1)
100   LET B = (Y3 - Y1)/(X3 - X1)
110   LET C = ((X2 - X1)*(X2 + X1))*
      + ((Y2 - Y1)*(Y2 + Y1))
120   LET D = C/(2*(X2 - X1))
130   LET E = ((X3 - X1)*(X3 + X1)) + ((Y3 - Y1)*
      (Y3 + Y1))
140   LET F = E/(2*(X3 - X1))
150   LET YO = (F - D)/(B - A)
160   LET XO = F - (B*YO)
170   LET R = SQR((X3 - X0)↑2 + (Y3 - Y0)↑2)
180   PRINT "CENTER X0,Y0 = ";X0;",";Y0
190   PRINT "RADIUS = ";R
200   PRINT
210   PRINT "TO CONTINUE TYPE 1, IF NOT TYPE 0"
220   INPUT L
230   IF L = 1 THEN 250
240   STOP
250   PRINT
260   GOTO 30
270   END
```

CIRCULAR SECTIONS

This program computes the various parameters: moment of inertia, polar moment of inertia and area connected within a circular section.

FORMULAE

CIRCULAR SECTION



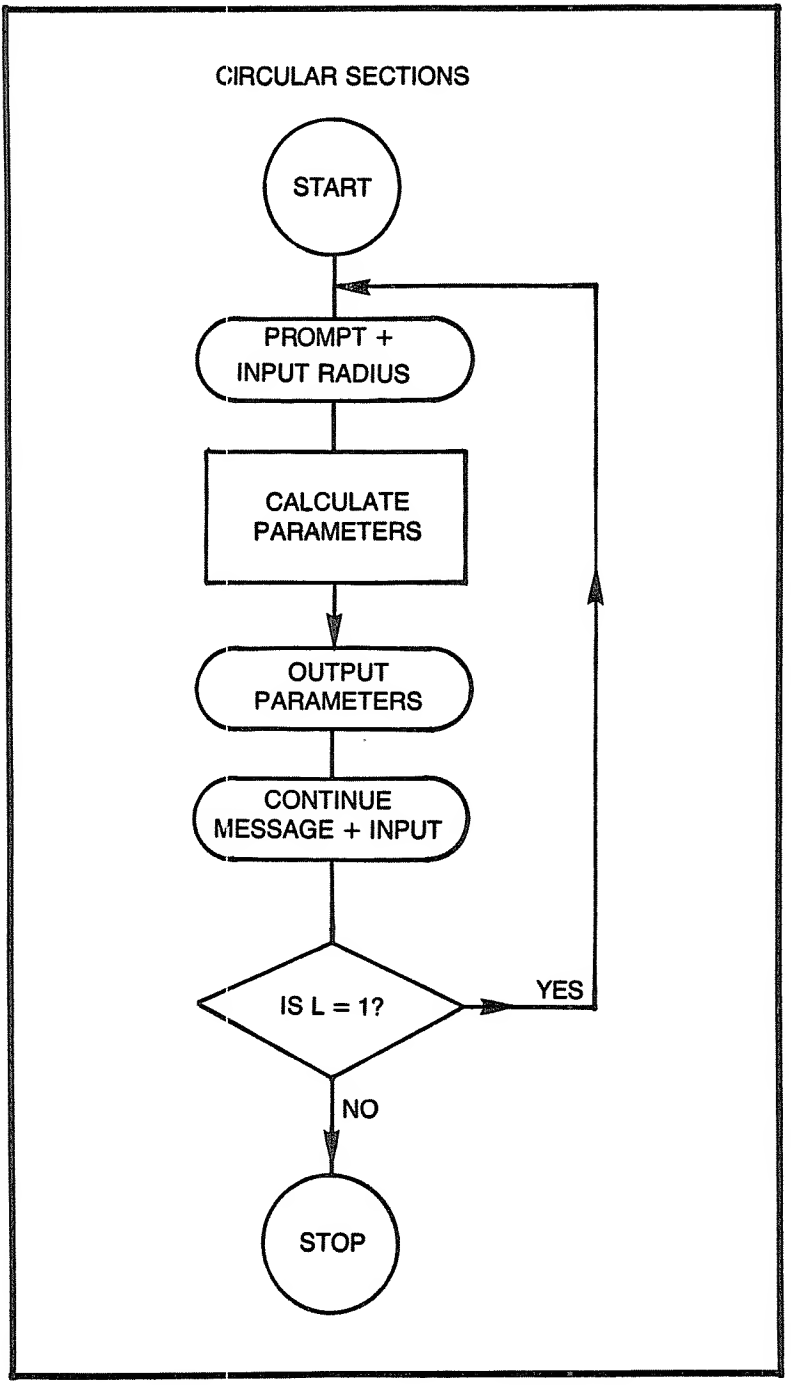
$$I = \frac{\pi D^4}{64} \qquad A = \frac{\pi D^2}{4}$$

$$J = \frac{\pi D^4}{32}$$

where I & J are in in^4 and A = in^2

EXAMPLE

```
RADIUS
?
5
MOMENT OF INERTIA = 490.873
POLAR MOMENT OF INTERTIA = 981.746
AREA OF SECTION = 78.5397
**************************
TYPE 1 TO CONTINUE, 0 TO STOP
?
0
*END
```


CIRCULAR SECTIONS
START
PROMPT +
INPUT RADIUS
CALCULATE
PARAMETERS
OUTPUT
PARAMETERS
CONTINUE
MESSAGE + INPUT
IS L = 1?
YES
NO
STOP

CIRCULAR SECTION

```
10    REM THIS PROGRAM COMPUTES THE PARA-
      METERS
20    REM CONNECTED WITH A CIRCULAR SECTION
30    PRINT "RADIUS"
40    INPUT R
50    LET P = 3.14159
60    LET D = 2*R
70    LET I = (P*(D↑4))/64
80    LET J = I*2
90    LET A = (P*(D↑2))/4
100   PRINT "MOMENT OF INERTIA = ";I
110   PRINT "POLAR MOMENT OF INERTIA = ";J
120   PRINT "AREA OF SECTION = ";A
130   PRINT "**************************"
140   PRINT "TYPE 1 TO CONTINUE, 0 TO STOP"
150   INPUT L
160   IF L = 1 THEN 180
170   STOP
180   PRINT
190   GOTO 30
200   END
```

COMPOUNDED AMOUNTS

This program applies to an amount of principle placed into an account and compounded periodically, with no further deposits.

FORMULAE

$$X = Y(1 + I)^N \qquad N = \frac{ln(X/Y)}{ln(1 + I)}$$

$$Y = X(1 + I)^{-N} \qquad L = Y((1 + I)^N - 1)$$

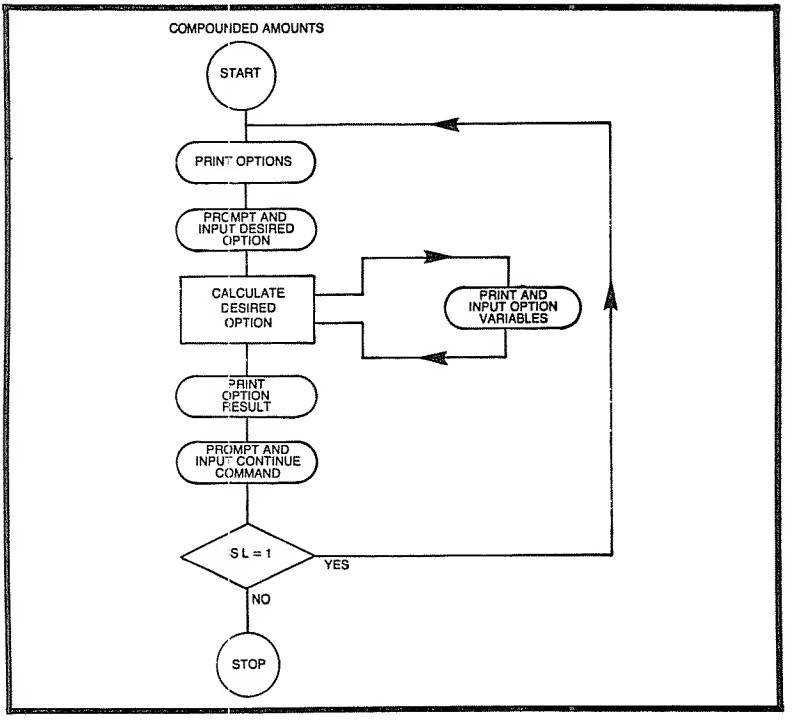
where N = *number of Time periods*
I = *interest rate (decimal)* L = *interest*
Y = *present value*
X = *future value*

EXAMPLE

```
FUTURE VALUE(1)
PRESENT VALUE (2)
INTEREST (3)
PERIODIC INTEREST RATE (4)
NUMBER OF TIME PERIODS (5)
ENTER 1 TO 5
?
1
PRESENT VALUE =
?
100
INTEREST RATE =
?
10
NUMBER OF TIME PERIODS =
?
4
FUTURE VALUE = 146.41
TYPE 1 TO CONTINUE, 0 TO STOP
?
1
ENTER 1 TO 5
?
2
```

```
FUTURE VALUE =
?
200
INTEREST RATE =
?
.1
NUMBER OF TIME PERIODS =
?
5
PRESENT VALUE =124.18
TYPE 1 TO CONTINUE, 0 TO STOP
?
1
ENTER 1 TO 5
?
3
PRESENT VALUE =
?
300
INTEREST RATE =
?
.2
NUMBER OF TIME PERIODS =
?
6
INTEREST =595.80
TYPE 1 TO CONTINUE, 0 TO STOP
?
1
ENTER 1 TO 5
?
4
PRESENT VALUE =
?
100
FUTURE VALUE =
?
200
NUMBER OF TIME PERIODS =
?
5
INTEREST RATE = .15
```

```
TYPE 1 TO CONTINUE, 0 TO STOP
?
1
ENTER 1 TO 5
?
5
FUTURE VALUE =
?
500
PRESENT VALUE =
?
250
INTEREST RATE =
?
.2
NUMBER OF TIME PERIODS =3.8
TYPE 1 TO CONTINUE, 0 TO STOP
?
0
*END
```



COMPOUNDED AMOUNTS

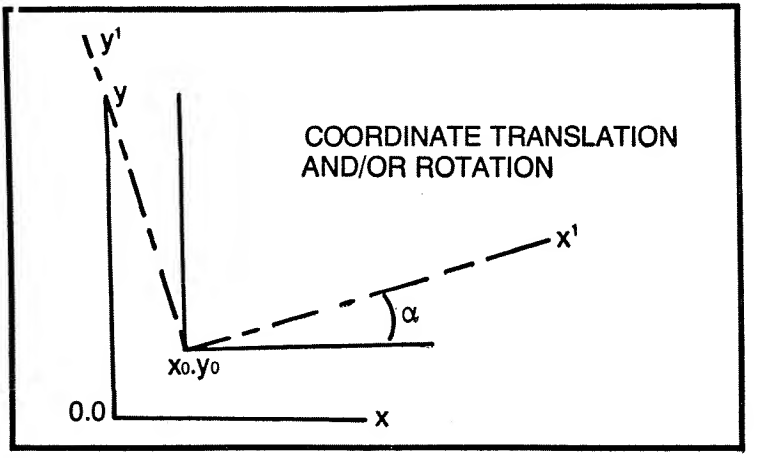
```
 10    REM COMPOUNDED AMOUNTS
 20    PRINT "FUTURE VALUE (1)"
 30    PRINT "PRESENT VALUE (2)"
 40    PRINT "INTEREST (3)"
 50    PRINT "PERIODIC INTEREST RATE (4)"
 60    PRINT "NUMBER OF TIME PERIODS (5)"
 70    PRINT "ENTER 1 TO 5";
 80    INPUT A
 90    ON A GOTO 100,160,220,280,340
100    GOSUB 410
110    GOSUB 440
120    GOSUB 470
130    LET X = Y*((1 +I)↑N)
140    PRINT "FUTURE VALUE = ";X
150    GOTO 390
160    GOSUB 500
170    GOSUB 440
180    GOSUB 470
190    LET Y = X*((1 +I)↑N)
200    PRINT "PRESENT VALUE = ";Y
210    GOTO 390
220    GOSUB 410
230    GOSUB 440
240    GOSUB 470
250    LET L = Y*((1 +I↑N) - 1)
260    PRINT "INTEREST = ";L
270    GOTO 390
280    GOSUB 410
290    GOSUB 500
300    GOSUB 470
310    LET I = ((X/Y)↑(1/N)) - 1
320    PRINT "INTEREST RATE = ";I
330    GOTO 390
340    GOSUB 500
350    GOSUB 410
360    GOSUB 440
370    LET N = (LOG(X/Y))/(LOG(1 + I))
380    PRINT "NUMBER OF TIME PERIODS = ";N
390    PRINT
400    PRINT "TYPE 1 TO CONTINUE, 0 TO STOP"
401    INPUT L
```

```
402     IF L = 1 THEN 404
403     STOP
404     PRINT
405     GOTO 70
410     PRINT "PRESENT VALUE = ";
420     INPUT Y
430     RETURN
440     PRINT "INTEREST RATE = ";
450     INPUT I
460     RETURN
470     PRINT "NUMBER OF TIME PERIODS = ";
480     INPUT N
490     RETURN
500     PRINT "FUTURE VALUE = ";
510     INPUT X
520     RETURN
530     END
```

COORDINATE TRANSLATION AND/OR ROTATION

This program will compute rectangular-coordinate translation and/or rotation. The origin is translated from (0,0) to a new point (X,Y) and the X,Y axes are rotated to an angle A to give new axes X^1,Y^1.

FORMULAE

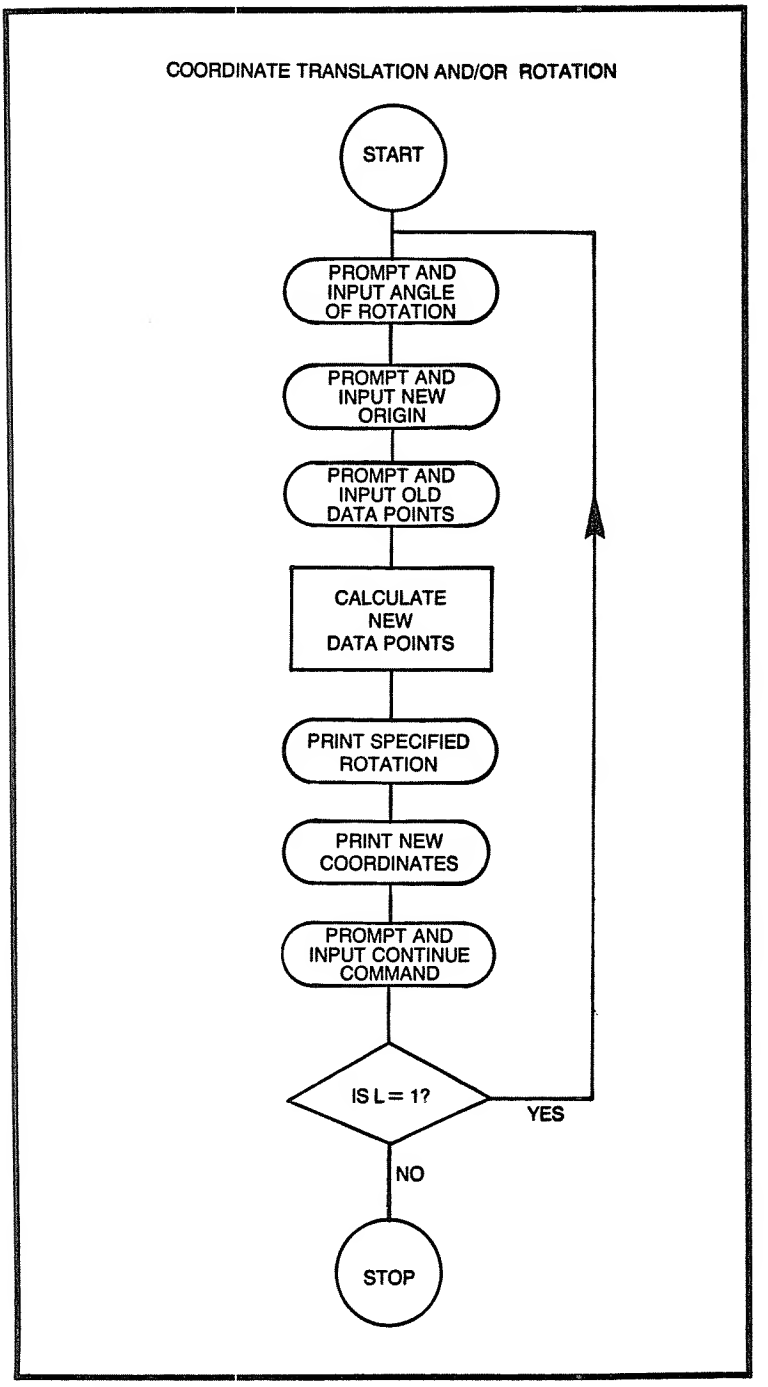


$$X^1 = (X - Xo)Cos\ \alpha + (Y - Yo)Sin\ \alpha$$

$$Y^1 = -(X - Xo)Sin\ \alpha + (Y - Yo)Cos\ \alpha$$

EXAMPLES

```
ANGLE OF ROTATION IN DEGREES=
?
45
COORDINATES OF NEW ORIGIN (X0,Y0)=
?
5,6
OLD COORDINATES OF DATA POINT (X1, Y1)=
?
8,9
SPECIFIED ROTATION = 45
NEW COORDINATES OF DATA POINT
X2 =4.24
Y2 = 0
TYPE 1 TO CONTINUE, 0 TO STOP
?
0
*END
```


COORDINATE TRANSLATION AND/OR ROTATION
START
PROMPT AND INPUT ANGLE OF ROTATION
PROMPT AND INPUT NEW ORIGIN
PROMPT AND INPUT OLD DATA POINTS
CALCULATE NEW DATA POINTS
PRINT SPECIFIED ROTATION
PRINT NEW COORDINATES
PROMPT AND INPUT CONTINUE COMMAND
IS L = 1?
YES
NO
STOP

COORDINATE TRANSLATION AND/OR ROTATION

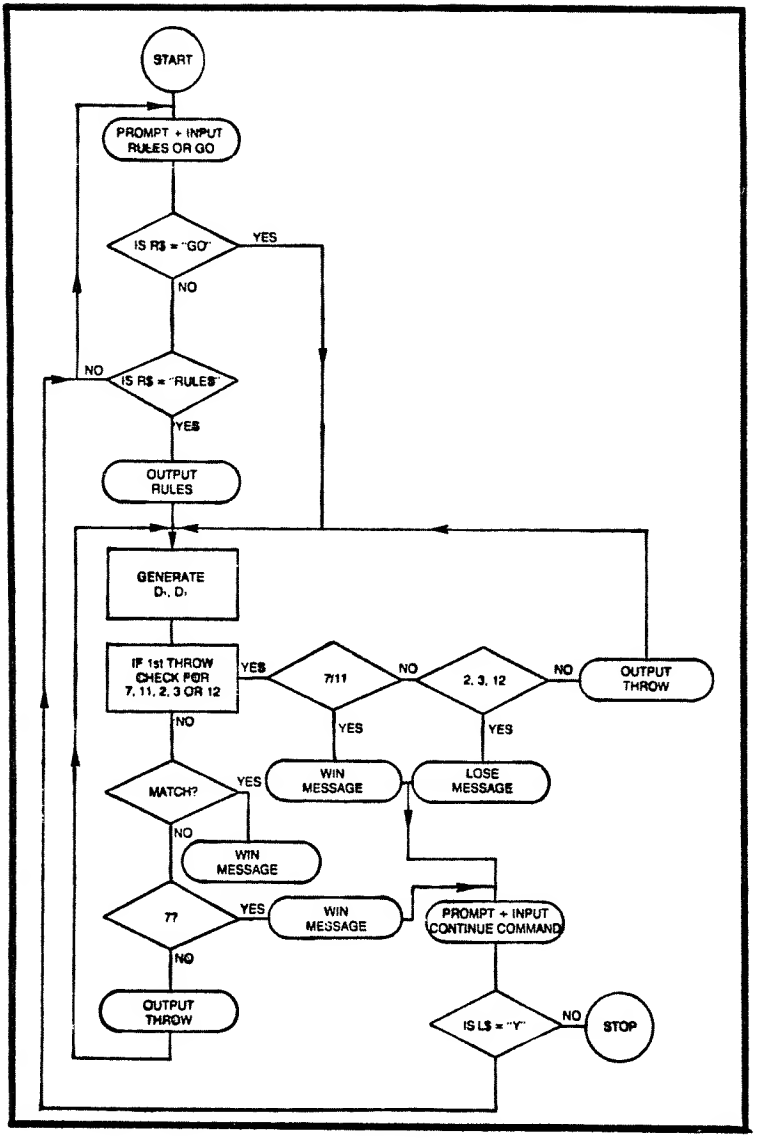
```
10    REM THIS PROGRAM COMPUTES RECTANGULAR
        COORDINATE
20    REM TRANSLATION AND/OR ROTATION
30    PRINT "ANGLE OF ROTATION IN DEGREES = ";
40    INPUT A
50    LET B = (A*3.14159)/180
60    PRINT "COORDINATES OF NEW ORIGIN (X0,Y0) =';
70    INPUT X,Y
80    PRINT "OLD COORDINATES OF DATA POINT (X1,Y1)
        =";
90    INPUT F,C
100   LET Z = F - X
110   LET W = C - Y
120   LET D = (Z*COS(B)) + (W*SIN(B))
130   LET E = - (Z*SIN(B)) + (W*COS(B))
140   PRINT
150   PRINT "SPECIFIED ROTATION =";A
160   PRINT "NEW COORDINATES OF DATA POINT"
170   PRINT "X2 = ";D
180   PRINT "Y2 = ";E
190   PRINT
200   PRINT "TYPE 1 TO CONTINUE, 0 TO STOP"
210   INPUT L
220   IF L = 1 THEN 240
230   STOP
240   PRINT
250   GOTO 30
260   END
```

CRAPS

The following game-simulation is that of craps. Craps is a game that is played with two dice. The object of the game is to either win by throwing a 7 or an 11 on the first throw, or by matching your throw on the following throws. If on the first throw a 2, 3, or a 12 comes up you lose automatically; also, if you throw a 7 when looking for a match you lose too.

EXAMPLE

```
RUN
FOR RULES, TYPE RULES, OTHERWISE TYPE GO
?
GO
6
8
4
YOU THROW A 6 YOU WIN BY MATCHING
TO CONTINUE TYPE Y, IF NOT TYPE N
?
Y
FOR RULES, TYPE RULES, OTHERWISE TYPE GO
?
GO
YOU THROW A 7 YOU WIN
TO CONTINUE TYPE Y, IF NOT TYPE N
N
*END
```



CRAPS

```
10    REM THIS PROGRAM SIMULATES THE GAME OF
      CRAPS
20    RANDOMIZE
30    PRINT " FOR RULES, TYPE RULES, OTHERWISE
      TYPE GO"
40    INPUT R$
```

```
 50   IF R$ = "RULES" THEN 90
 60   IF R$ = "GO" THEN 140
 70   PRINT "INVALID COMMAND"
 80   GOTO 30
 90   PRINT "A 7 OR 11 ON THE FIRST THROW WINS"
100   PRINT "YOU CAN ALSO WIN BY THROWING A
      4,5,6,8,9,10"
110   PRINT " AND MATCHING IT BEFORE THROWING A
      7. IF ON"
120   PRINT "THE FIRST THROW A 2,3 OR A 12 COMES UP"
130   PRINT "YOU LOSE AUTOMATICALLY"
140   LET J = 0
150   GOSUB 460
160   LET D1 =N
170   GOSUB 460
180   LET D2 = N
190   LET D3 = D1 + D2
200   LET J = J + 1
210   IF J = 1 THEN 260
220   IF D3 = D4 THEN 420
230   IF D3 = 7 THEN 440
240   PRINT "YOU THROW A ";D3
250   GOTO 150
260   IF D3 = 7 THEN 320
270   IF D3 = 2 THEN 340
280   IF D3 = 3 THEN 340
290   IF D3 = 12 THEN 340
300   IF D3 = 11 THEN 320
310   LET D4 = D3
315   GOTO 240
320   PRINT "YOU THROW A ";D3;" YOU WIN"
330   GOTO 350
340   PRINT "YOU THROW A ";D3;" YOU LOSE"
350   PRINT
360   PRINT "TO CONTINUE TYPE Y, IF NOT TYPE N"
370   INPUT L$
380   IF L$ = "Y" THEN 400
390   STOP
400   PRINT
410   GOTO 30
420   PRINT "YOU THROW A ";D3;"YOU WIN BY MATCH-
      ING"
430   GOTO 350
```

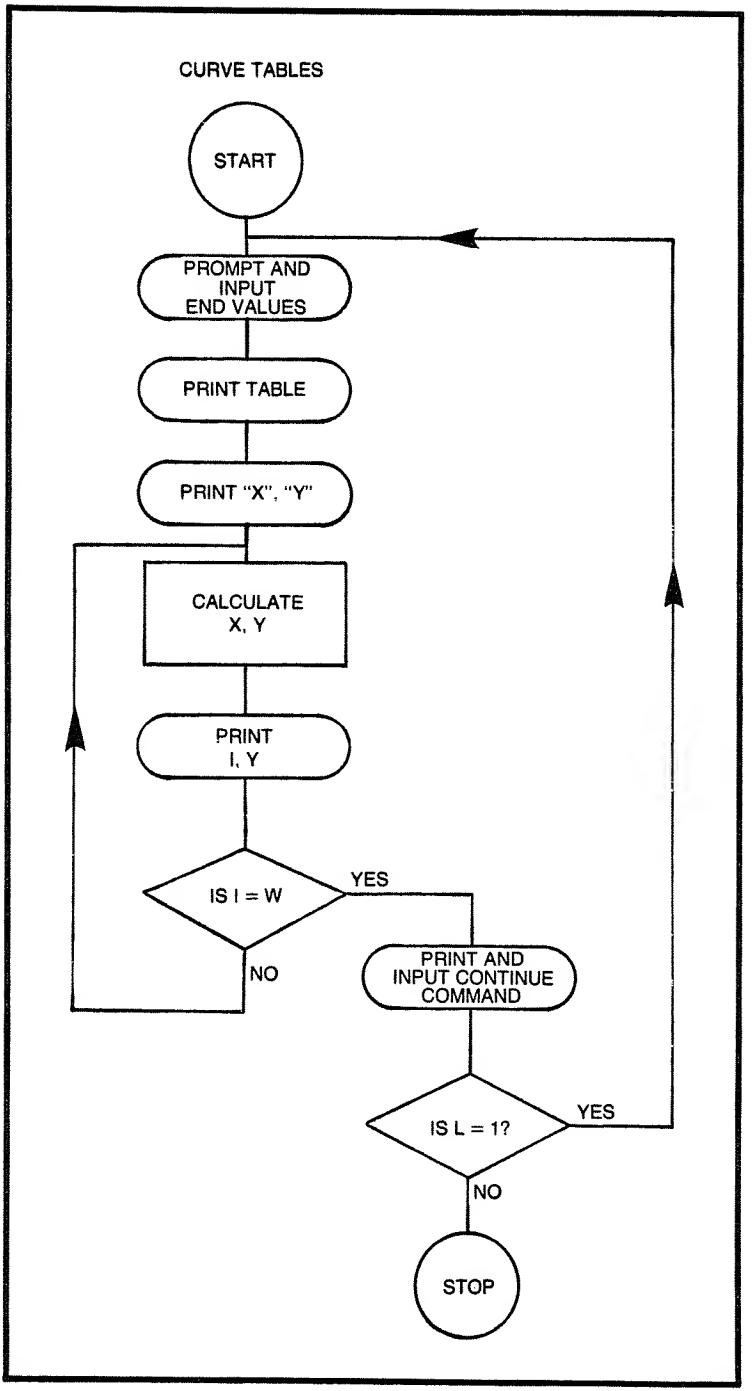
```
440     PRINT "YOU THROW A ";D3;" SORRY YOU LOSE"
450     GOTO 350
460     LET N = 1 + INT(6*RND)
470     RETURN
480     END
```

CURVE TABLES (PLOTTING)

This program generates a series of data points, with which the user can plot curves. The data points generated lie between the values given for the starting value and the end point of X. Step size may be changed by using a step statement in conjunction with the FOR statement. The user must supply the equation of the curve in line 140.

EXAMPLE

```
(ASSUMING THE EQUATION IS (2*X) + 6)
STARTING VALUE OF X =
?
5
END VALUE OF X =
?
10
TABLE
X     Y
5     16
6     18
7     20
8     22
9     24
10    26
TYPE 1 TO CONTINUE,0 TO STOP
?
0
*END
```


CURVE TABLES
START
PROMPT AND INPUT END VALUES
PRINT TABLE
PRINT "X", "Y"
CALCULATE X, Y
PRINT I, Y
IS I = W
YES
NO
PRINT AND INPUT CONTINUE COMMAND
IS L = 1?
YES
NO
STOP

CURVE TABLES

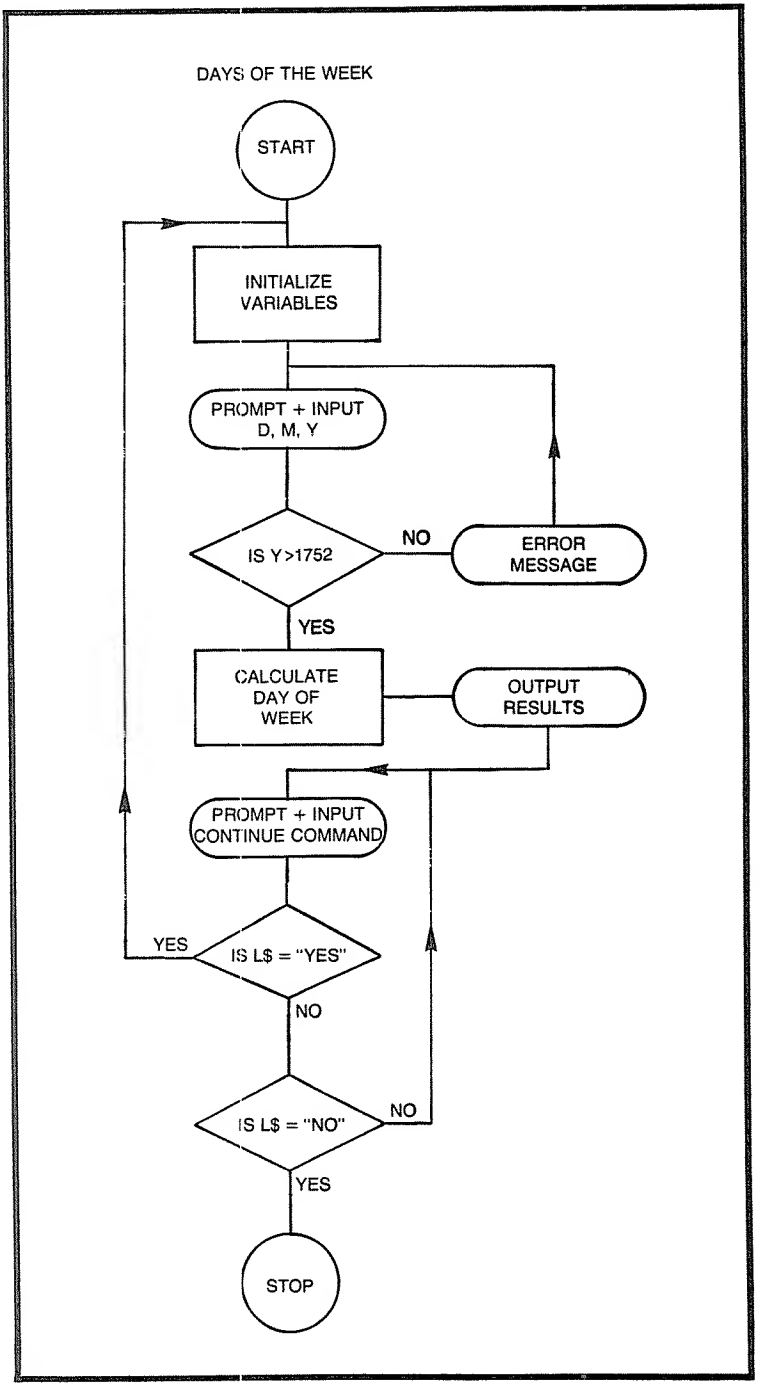
```
10    REM THIS PROGRAM GENERATES A SERIES OF
20    REM DATA POINTS, WITH WHICH THE USER CAN
30    REM PLOT CURVES. THE DATA POINTS GENE-
      RATED
40    REM LIE BETWEEN THE VALUES GIVEN FOR X
50    REM IF A STEP SIZE OTHER THAN 1 IS DERIVED
60    REM USE A STEP STATEMENT WITH THE FOR
      STATEMENTS
70    PRINT "STARTING VALUE OF X = ";
80    INPUT X
90    PRINT "END VALUE OF X = ";
100   INPUT W
110   PRINT "TABLE"
120   PRINT "X","Y"
130   FOR I = X TO W
140   LET Y =
150   PRINT I,Y
160   NEXT I
170   PRINT
180   PRINT "TYPE 1 TO CONTINUE,0 TO STOP"
190   INPUT L
200   IF L = 1 THEN 220
210   STOP
220   PRINT
230   GOTO 70
240   END
```

DAY OF THE WEEK

This computer program computes the day of the week (e.g., Monday) from the date entered. The date entered must not be prior 1753, this is due to changes involving the switch-over from the Julian to the Gregorian Calandar.

EXAMPLE

```
RUN
ENTER DAY(D), MONTH(M) AND YEAR(Y)
?
16,02,1977
THE DAY OF THE WEEK IS WEDNESDAY
FOR NEXT DATE IN YES, IF NOT
TYPE NO
?
NO
DAY OF THE WEEK SAYS GOOD-BYE
*END
```


DAYS OF THE WEEK
START
INITIALIZE VARIABLES
PROMPT + INPUT D, M, Y
IS Y>1752
NO
ERROR MESSAGE
YES
CALCULATE DAY OF WEEK
OUTPUT RESULTS
PROMPT + INPUT CONTINUE COMMAND
YES
IS L$ = "YES"
NO
IS L$ = "NO"
NO
YES
STOP

DAY OF THE WEEK

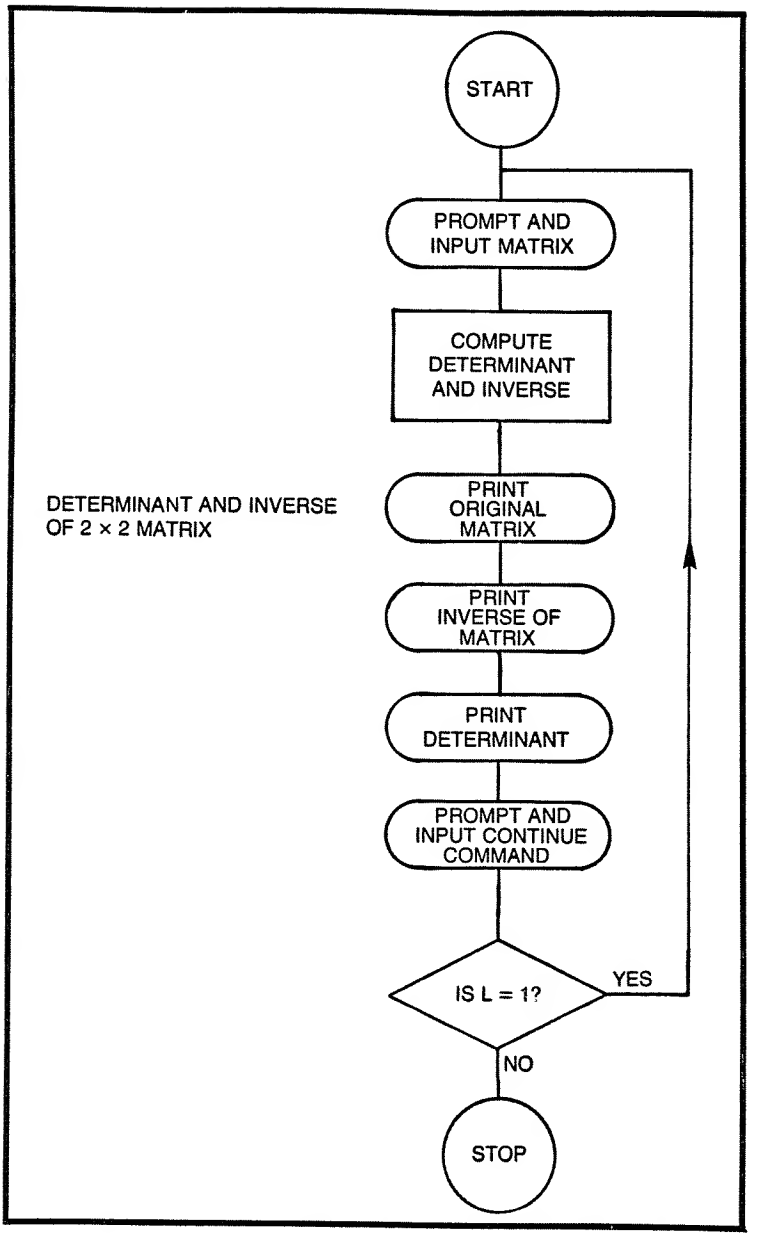
```
10    REM THIS PROGRAM COMPUTES THE DAY OF THE
      WEEK
20    REM RESTRICTION: THE DATE MUST BE AFTER
      1752
30    LET J$(1) = "SUNDAY"
40    LET J$(2) = "MONDAY"
50    LET J$(3) = "TUESDAY"
60    LET J$(4) = "WEDNESDAY"
70    LET J$(5) = "THURSDAY"
80    LET J$(6) = "FRIDAY"
90    LET J$(7) = "SATURDAY"
100   PRINT "ENTER DAY(D), MONTH(M) and YEAR(Y)"
110   INPUT D,M,Y
120   IF Y > 1752 THEN 150
130   PRINT "YEAR MUST NOT BE PRIOR TO 1753"
140   GOTO 100
150   LET K = INT(0.6 + (1/M))
160   LET L = Y - K
170   LET O = M + 12*K
180   LET P = L/100
190   LET Z1 = INT(P/4)
200   LET Z2 = INT(P)
210   LET Z3 = INT((5*L)/4)
220   LET Z4 = INT (13*(O + 1)/5)
230   LET Z = Z4 + Z3 - Z2 + Z1 + D - 1
240   LET Z=Z - (7*INT(Z/7)) + 1
250   PRINT "THE DAY OF THE WEEK IS "; J$(Z)
260   PRINT
270   PRINT "FOR NEXT DATE TYPE IN YES, IF NOT"
280   PRINT "TYPE NO"
290   INPUT L$
300   IF L$ = "YES" THEN 340
310   IF L$ = "NO" THEN 360
320   PRINT "INVALID COMMAND"
330   GOTO 270
340   PRINT
350   GOTO 30
360   PRINT "DAY OF THE WEEK SAYS GOOD-BYE"
370   END
```

DETERMINANT AND INVERSE OF A 2 × 2 MATRIX

The computer computes the inverse and determinant of a 2 × 2 matrix supplied by the user.

EXAMPLE

```
ENTER A11,A12
?
5,3
ENTER A21,A22
?
2,1
ORIGINAL MATRIX
5     3
2     1
INVERSE OF MATRIX
- 1    4
  2  - 5
DETERMINANT = - 1
TYPE 1 TO CONTINUE, 0 TO STOP
?
0
*END
```



DETERMINANT AND INVERSE OF 2 × 2 MATRIX

```
10    REM THIS PROGRAM COMPUTES THE DETER-
        MINANT AND
20    REM INVERSE OF A 2 × 2 MATRIX
```

```
30    PRINT "ENTER A11, A12";
40    INPUT A,B
50    PRINT "A21, A22";
60    INPUT C,D
70    LET E = (D*A) - (B*C)
80    LET F = D/E
90    LET G = - B/E
100   LET H = - C/E
110   LET I = A/E
120   PRINT "ORIGINAL MATRIX"
130   PRINT A,B
140   PRINT C,D
150   PRINT
160   PRINT "INVERSE OF MATRIX"
170   PRINT F,G
180   PRINT H,I
190   PRINT
200   PRINT "DETERMINANT = ";E
210   PRINT
220   PRINT "TYPE 1 TO CONTINUE, 0 TO STOP"
230   INPUT L
240   IF L = 1 THEN 30
250   STOP
260   PRINT
270   GOTO 30
280   END
```

DETERMINATE INVERSE OF A 3 × 3 MATRIX

The user inputs his original matrix, and the computer responds with the determinate and the inverse.

FORMULAE

$$\text{MATRIX} = \begin{pmatrix} A_1 & B_1 & C_1 \\ A_2 & B_2 & C_2 \\ A_3 & B_3 & C_3 \end{pmatrix}$$

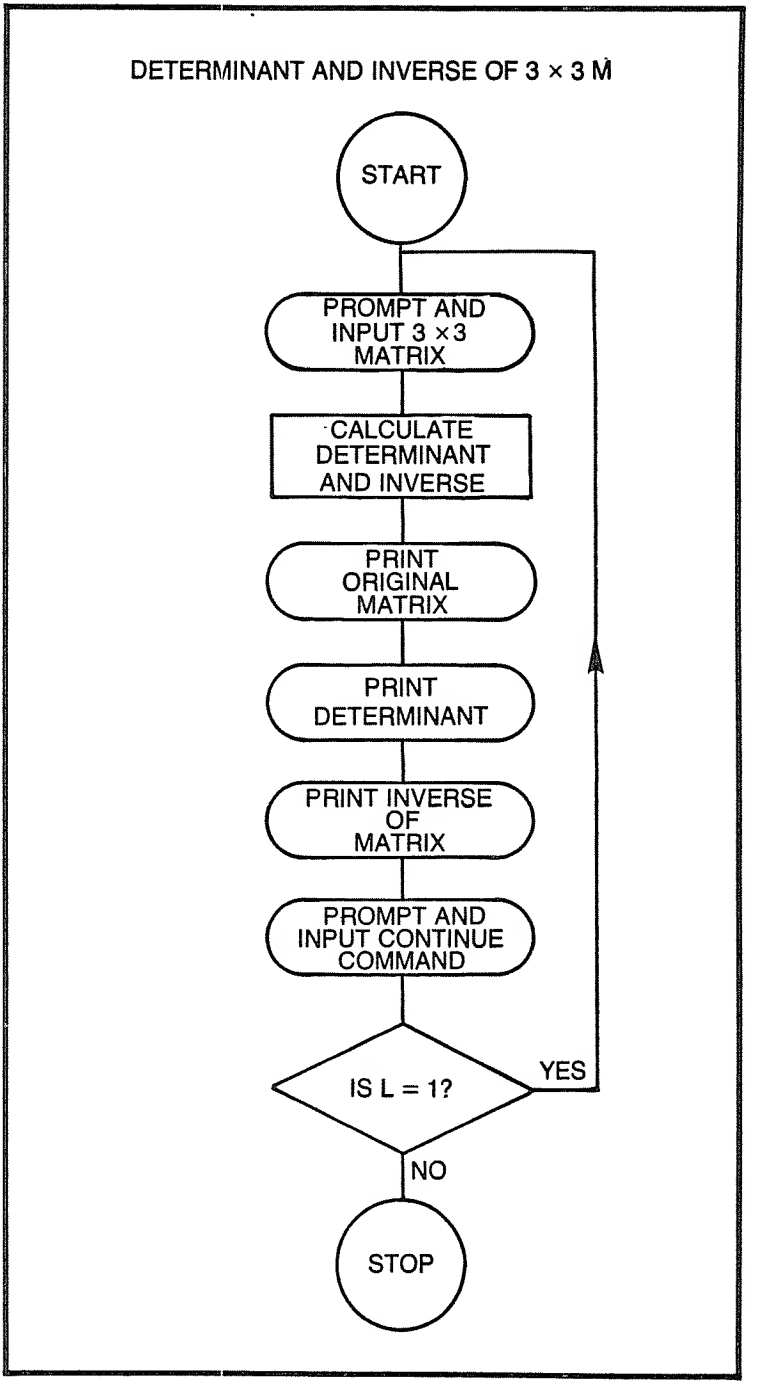
$$\text{DET A} = A_1B_2C_3 + B_1C_2A_3 + C_1B_3A_2 - C_1B_2A_3 - C_2B_3A_1 - C_3A_2B_1$$

$$\text{INVERSE OF MATRIX A} = \begin{pmatrix} \alpha_1 & \beta_1 & \gamma_1 \\ \alpha_2 & \beta_2 & \gamma_2 \\ \alpha_3 & \beta_3 & \gamma_3 \end{pmatrix}$$

$\alpha_1 = (B_2C_3 - B_3C_2)/\text{DET A}$
$\alpha_2 = (A_3C_2 - A_2C_3)/\text{DET A}$
$\alpha_3 = (A_2B_3 - A_3B_2)/\text{DET A}$
$\beta_1 = (B_3C_1 - B_1C_3)/\text{DET A}$
$\beta_2 = (A_1C_3 - A_3C_1)/\text{DET A}$
$\beta_3 = (A_3B_1 - A_1B_3)/\text{DET A}$
$\gamma_1 = (B_1C_2 - B_2C_1)/\text{DET A}$
$\gamma_2 = (A_2C_1 - A_1C_2)/\text{DET A}$
$\gamma_3 = (A_1B_2 - A_2B_1)/\text{DET A}$

EXAMPLE

```
ENTER 3X3 MATRIX
?
1,4,2,2,4,2,3,5,1
ORIGINAL MATRIX
1 4 2
2 4 2
3 5 1
DETERMINANT = 6
INVERSE OF MATRIX
-1 1 0
.67 -.83 .33
-.33 1.17 -.67
TYPE 1 TO CONTINUE, 0 TO STOP
?
0
*END
```


DETERMINANT AND INVERSE OF 3 × 3 M
START
PROMPT AND INPUT 3 ×3 MATRIX
CALCULATE DETERMINANT AND INVERSE
PRINT ORIGINAL MATRIX
PRINT DETERMINANT
PRINT INVERSE OF MATRIX
PROMPT AND INPUT CONTINUE COMMAND
IS L = 1?
YES
NO
STOP

DETERMINANT AND INVERSE OF 3 × 3 MATRIX

```
10  REM THIS PROGRAM COMPUTES 3 × 3 MATRIX
      OPERATIONS
20  PRINT "ENTER 3 × 3 MATRIX"
30  INPUT A,B,C,D,E,F,G,H,I
40  REM COMPUTE DETERMINANT OF 3*3
50  LET M = (A*E*I) + (B*F*G) + (C*H*D)
60  LET N = M – (C*E*G) – (F*H*A) – (I*D*B)
70  REM COMPUTE INVERSE
80  LET O = ((E*I) – (H*F))/N
90  LET P = ((G*F) – (D*I))/N
100 LET Q = ((D*H) – (G*E))/N
110 LET R = ((H*C) – (B*I))/N
120 LET S = ((A*I) – (G*C))/N
130 LET T = ((G*B) – (A*H))/N
140 LET U = ((B*F) – (E*C))/N
150 LET V = ((D*C) – (A*F))/N
160 LET W = ((A*E) – (D*B))/N
170 PRINT "ORIGINAL MATRIX"
180 PRINT A,B,C
190 PRINT D,E,F
200 PRINT G,H,I
210 PRINT
220 PRINT "DETERMINANT = ";N
230 PRINT
240 PRINT "INVERSE OF MATRIX"
250 PRINT O,R,U
260 PRINT P,S,V
270 PRINT Q,T,W
280 PRINT
290 PRINT "TYPE 1 TO CONTINUE, 0 TO STOP"
300 INPUT L
310 IF L = 1 THEN 20
320 STOP
330 END
```

FACTORIALS

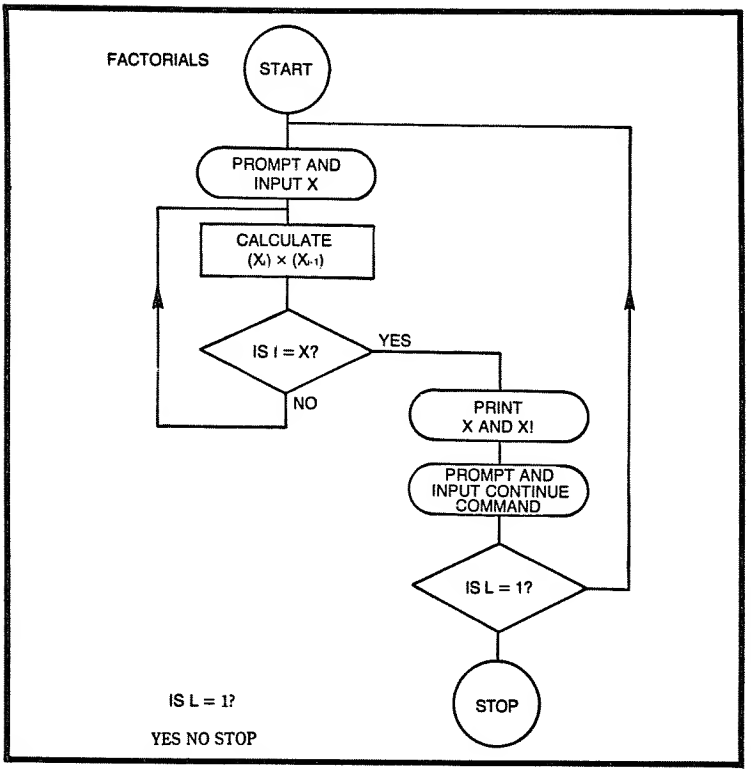
This program computes by iterative multiplication of the factorial of X.

FORMULA

$$(X)(X-1)(X-2)\ldots(X-X+1)$$

EXAMPLE

```
X =
?
5
X = 5 X! = 120
TYPE 1 TO CONTINUE,0 TO STOP
?
1
X =
?
7
X = 7 X! = 5040
TYPE 1 TO CONTINUE, 0 TO STOP
?
1
X =
?
18
X = 18 X! = 6.40237E15
TYPE 1 TO CONTINUE, 0 TO STOP
?
0
*END
```



FACTORIALS

```
10    REM THIS PROGRAM COMPUTES THE FACTORIALS
        OF X
20    REM BY ITERATIVE MULTIPLICATIONS
30    PRINT "X = ";
40    INPUT X
50    LET Z = 1
60    FOR I = 1 TO X
70    LET Z = Z*I
80    NEXT I
90    PRINT "X = ";X,"X! = ";Z
100   PRINT "TYPE 1 TO CONTINUE, 0 TO STOP"
110   INPUT L
120   IF L = 1 THEN 140
130   STOP
140   PRINT
150   GOTO 30
160   END
```

FIBONACCI NUMBERS

This program computes a table of Fibonacci numbers from the first two terms entered by the user, who may also specify the maximum number of terms.

FORMULA

$F_I = i^{th}$ *term in the sequence;* *For any two terms the*

first term $= f_i - 2$, *second term* $= f_i - 1$

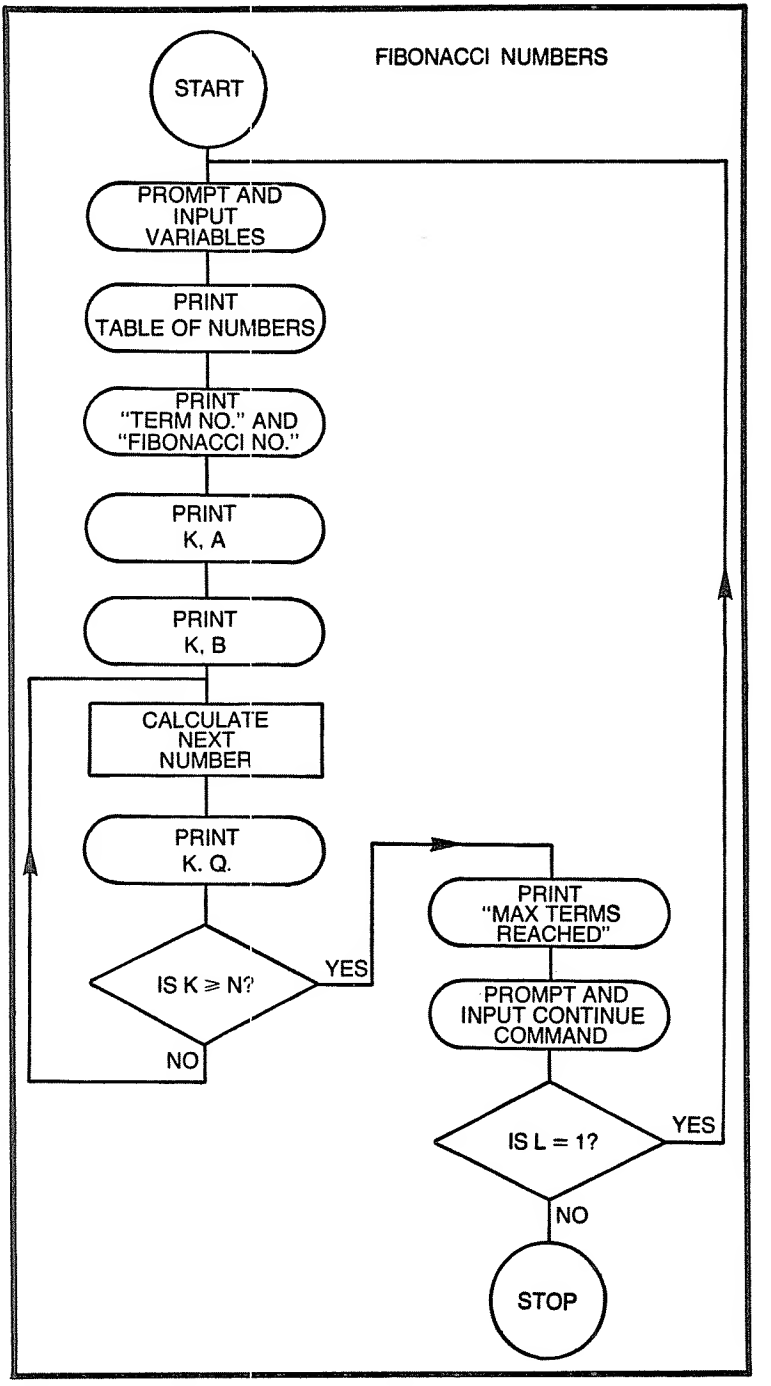
$$f_i = f_{i-1} + f_{i-2}$$

EXAMPLE

```
ENTER 1ST TERM
?
1
ENTER 2ND TERM
?
1
MAXIMUM NUMBER OF TERMS =
?
10
TABLE OF FIBONACCI NUMBERS
TERM NO.          FIBONACCI  NUMBERS
  1                 1
  2                 1
  3                 2
  4                 3
  5                 5
  6                 8
  7                 13
  8                 21
  9                 34
  10                55

MAXIMUM NUMBER OF TERMS REACHED
TYPE 1 TO CONTINUE, 0 TO STOP
?
1
ENTER FIRST TERM
?
27
```

```
ENTER SECOND TERM
?
963
MAXIMUM NUMBER OF TERMS =
?
5
TABLE OF FIBONACCI NUMBERS
      TERM NO.          FIBONACCI  NUMBERS
      1                 27
      2                 963
      3                 990
      4                 1953
      5                 2943
MAXIMUM NUMBER OF TERMS REACHED
TYPE 1 TO CONTINUE, 0 TO STOP
?
0
*END
```


FIBONACCI NUMBERS
START
PROMPT AND INPUT VARIABLES
PRINT TABLE OF NUMBERS
PRINT "TERM NO." AND "FIBONACCI NO."
PRINT K, A
PRINT K, B
CALCULATE NEXT NUMBER
PRINT K, Q.
IS K ≥ N?
YES
NO
PRINT "MAX TERMS REACHED"
PROMPT AND INPUT CONTINUE COMMAND
IS L = 1?
YES
NO
STOP

FIBONACCI NUMBERS

```
10    REM THIS PROGRAM COMPUTES A TABLE OF
      FIBONACCI  NUMBERS
20    PRINT "ENTER FIRST TERM"
30    INPUT A
40    PRINT "ENTER SECOND TERM"
50    INPUT B
60    PRINT "MAXIMUM NUMBER OF TERMS = "
70    INPUT N
80    PRINT
90    PRINT "TABLE OF FIBONACCI NUMBERS"
100   PRINT "TERM NO.","FIBONACCI NUMBER"
110   LET K = 1
120   PRINT K,A
130   LET K = 2
140   PRINT K,B
150   LET K = K + 1
160   LET Q = A + B
170   PRINT K,Q
180   LET A = B
190   LET B = Q
200   IF K > = N THEN 220
210   GOTO 150
220   PRINT "MAXIMUM NUMBER OF TERMS REACHED"
230   PRINT
240   PRINT "TYPE 1 TO CONTINUE, 0 TO STOP"
250   INPUT L
260   IF L = 1 THEN 280
270   STOP
280   PRINT
290   GOTO 20
300   END
```

FIRST DERIVATIVE

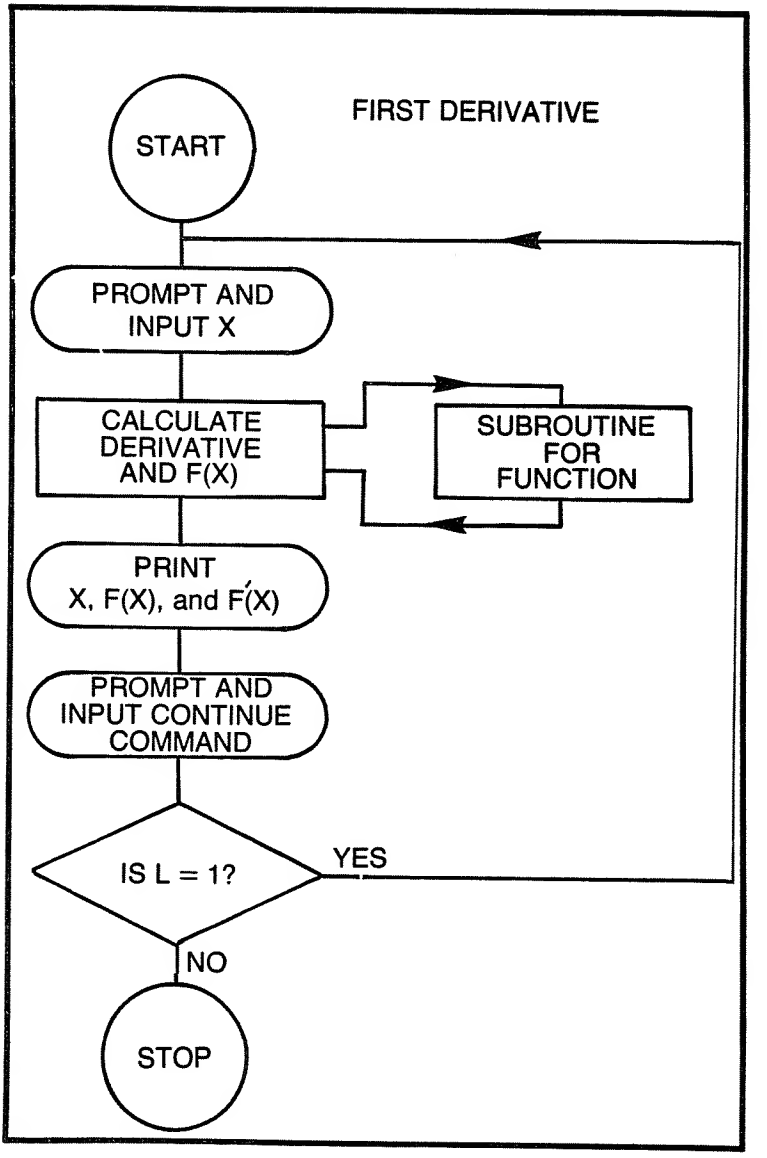
The user must supply the expression to complete the assignment statement in line 280. The computer will then derive the first derivative of the supplied equation.

FORMULA

$$f^1(x) = \frac{f(x + \Delta x/2) - f(x - \Delta x/2)}{\Delta x} \qquad x > 0$$

EXAMPLE

```
(ASSUMING THE EQUATION IS X↑2)
VALUE OF X =
?
10
IF X = 10 THEN F(X) = 100
AND F'(X) = 20
TYPE 1 TO CONTINUE, 0 TO STOP
?
1
VALUE OF X =
?
20
IF X = 20 THEN F(X) = 400
AND F'(X) = 40
TYPE 1 TO CONTINUE, 0 TO STOP
?
0
*END
```



FIRST DERIVATIVE

```
10    REM THIS PROGRAM COMPUTES THE FIRST DE-
        RIVATIVE
20    REM OF A FUNCTION ENTERED BY THE USER
30    PRINT "VALUE OF X = ";
40    INPUT X
```

```
 50    LET Y = X
 60    LET Z = (X*(1E - 04))/2
 70    LET W = X + Z
 80    LET V = X - Z
 90    LET X = W
100    GOSUB 280
110    LET A = P
120    LET X =V
130    GOSUB 280
140    LET B =P
150    LET X = Y
160    GOSUB 280
170    LET C = P
180    LET F = (A - B)/2*Z
190    PRINT "IF X = ";Y,"THEN F(X) = ";C
200    PRINT "AND F' (X) = ";F
210    PRINT
220    PRINT "TYPE 1 TO CONTINUE, 0 TO STOP"
230    INPUT L
240    IF L = 1 THEN 260
250    STOP
260    PRINT
270    GOTO 40
280    LET P =
290    RETURN
300    END
```

GAMMA FUNCTION AND GENERALIZED FACTORIAL

This program computes both the gamma function and the generalized factorial via polynomial approximation.

FORMULAE

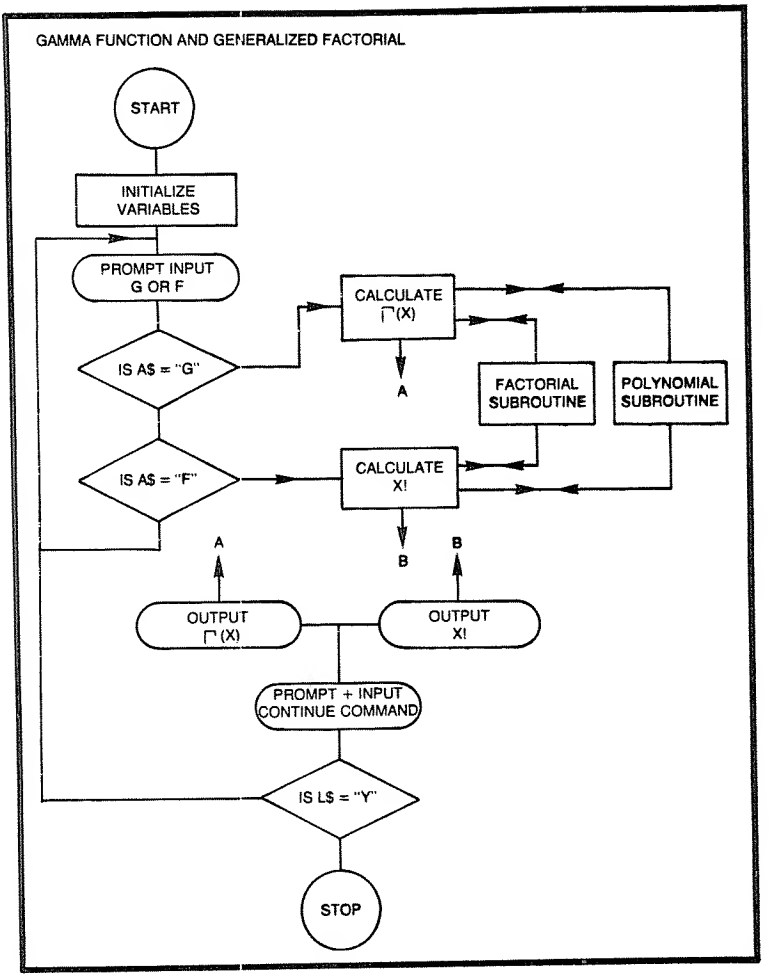
$$\Gamma(X) = \int_0^\infty t^{x-1} e^{-t} dt$$

$$\Gamma(X) \cong (1 + A_1(Y) + A_2(Y)^2 \ldots\ldots A_8(Y)^8)Z$$

where Y = fractional part of X
where Z = (X − 1)(X − 2).....(X − N)
and X − N = 1 + Y

EXAMPLE

```
RUN
TYPE G FOR THE GAMMA FUNCTION OR
TYPE F FOR THE GENERALIZED FACTORIAL
?
G
ENTER VALUE OF X
?
5
GAMMA (5) = 24
TO CONTINUE TYPE Y, IF NOT TYPE N
?
Y
TYPE G FOR THE GAMMA FUNCTION OR
TYPE F FOR THE GENERALIZED FACTORIAL
?
F
ENTER VALUE OF X
?
5
5! = 120
TO CONTINUE TYPE Y, IF NOT TYPE N
?
N
*END
```



GAMMA FUNCTION AND GENERALIZED FACTORIAL

```
10    REM THIS PROGRAM GENERATES VIA POLY-
        NOMIAL
20    REM APPROXIMATION THE GAMMA FUNCTION
30    REM AND THE GENERALIZED FACTORIALS
40    LET A = 0.57717
50    LET B = 0.98821
60    LET C = 0.89706
70    LET D = 0.91821
80    LET E = 0.7567
90    LET F = 0.4822
100   LET G = 0.19353
```

```
110   LET H = 0.03587
120   PRINT "TYPE G FOR THE GAMMA FUNCTION OR"
130   PRINT "TYPE F FOR THE GENERALIZED FAC-
        TORIAL"
140   INPUT A$
150   IF A$ = "G" THEN 190
160   IF A$ = "F" THEN 300
170   PRINT "INVALID RESPONSE"
180   GOTO 120
190   PRINT "ENTER VALUE OF X"
200   INPUT X
210   LET K = X
220   LET K = K - 1
230   IF K > = 0 THEN 260
240   PRINT "X MUST BE EQUAL TO OR GREATER
        THAN 1"
250   GOTO 190
260   GOSUB 490
270   IF (X - 1) = INT(X - 1) THEN 410
280   GOSUB 570
290   GOTO 410
300   PRINT "ENTER VALUE OF X"
310   INPUT X
320   LET K = X
330   IF K > = 0 THEN 360
340   PRINT "X MUST BE GREATER THAN OR EQUAL
        TO 0"
350   GOTO 300
360   GOSUB 490
370   IF X = INT(X) THEN 390
380   GOSUB 570
390   PRINT X;"! = ";K
400   GOTO 420
410   PRINT "GAMMA (";X;") = ";K
420   PRINT
430   PRINT "TO CONTINUE TYPE Y, IF NOT TYPE N"
440   INPUT L$
450   IF L$ = "Y" THEN 470
460   STOP
470   PRINT
480   GOTO 120
490   LET J = 1
500   LET J = J*K
```

```
510     LET K = K - 1
520     IF K < 1 THEN 540
530     GOTO 500
540     LET L = K
550     LET K = J
560     RETURN
570     LET A1 = 1 + (A*L) + (B*(L↑2)) + (C*(L↑3))
580     LET A1 = A1 + (D*(L↑4)) + (E*(L↑5)) + (F*(L↑6))
590     LET A1 = A1 + (G*(L↑7)) + (H*(L↑8))
600     LET K = A1*K
610     RETURN
620     END
```

GAUSSIAN PROBABILITY FUNCTION

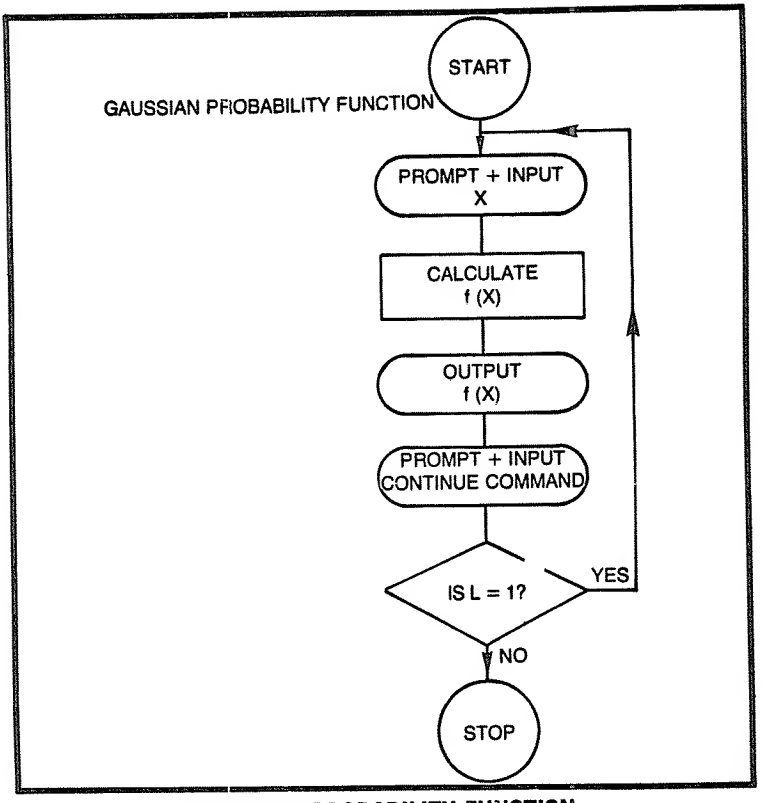
This program computes the Gaussian probability function of X.

FORMULA

$$f(X) = \frac{1}{\sqrt{2\pi}} \quad e- \quad \frac{X^2}{2}$$

EXAMPLES

```
X =
?
3.2
F(X) = .00238
TO CONTINUE TYPE 1, 0 TO STOP
?
1
X =
?
4
F(X) = .000133
TO CONTINUE TYPE 1, 0 TO STOP
?
1
X =
?
1.2
F(X) = .19418
TO CONTINUE TYPE 1, 0 TO STOP
?
0
*END
```



GAUSSIAN PROBABILITY FUNCTION

```
10    REM THIS PROGRAM COMPUTES THE GAUSSIAN
        PROBABILITY
20    REM FUNCTION OF X
30    PRINT "X = ";
40    INPUT X
50    LET A = EXP( - (X↑2)/2)
60    LET B = .398942
70    LET C = B*A
80    PRINT "F(X) = ";C
90    PRINT
100   PRINT "TO CONTINUE TYPE 1, 0 TO STOP"
110   INPUT L
120   IF L = 1 THEN 140
130   STOP
140   PRINT
150   GOTO 30
160   END
```

GAUSSIAN QUADRATURE

This program computes the integral f(x)dx for a finite A by the 6-point Gaussian-Legendre quadrature formula. It should be noted that f(x) must be a single-valued function.

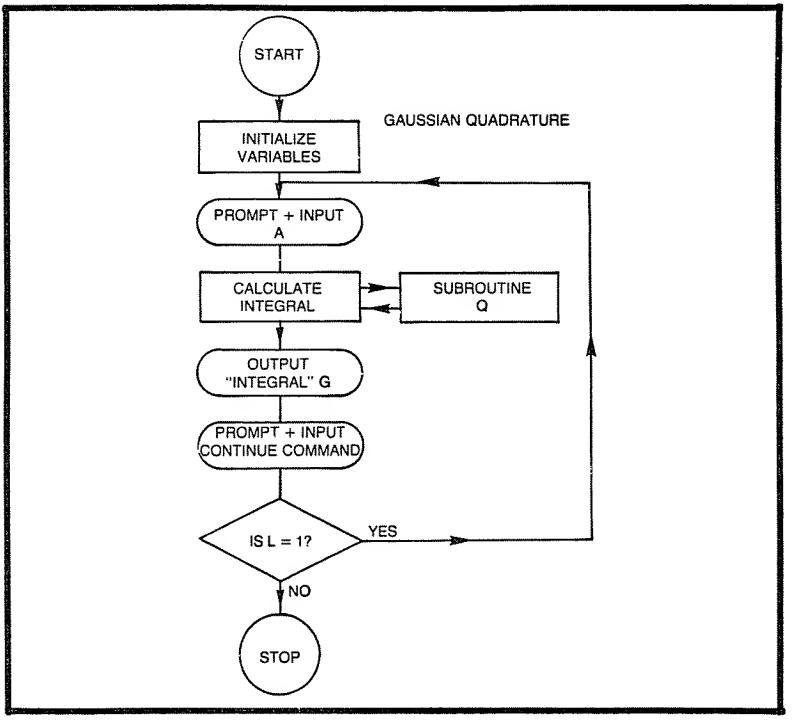
FORMULA

$$\int_A^{\infty} f(x)dx = \frac{1}{2} \sum_{i=}^{6} \frac{4D_i}{(1+C_i)^2} f\left(\frac{2}{1+C_i} + A - 1\right)$$

EXAMPLE

```
ENDPOINT A =
?
0
INTEGRAL = 0.92
TYPE 1 TO CONTINUE, 0 TO STOP
?
0
*END
```

The LET Q statement in line 470 must be completed by the user. Any single-valued expression may be used for f(x).



GAUSSIAN QUADRATURE

```
10    REM THIS PROGRAM COMPUTES THE INTEGRAL
      BETWEEN A
20    REM AND INFINITY BY GAUSSIAN QUADRATURE
30    LET C1 = .238619
40    LET C2 = - C1
50    LET C3 = .661209
60    LET C4 = - C3
70    LET C5 = .932470
80    LET C6 = - C5
90    LET D1 = .467914
100   LET D2 = .360762
110   LET D3 = .171324
120   LET J = 0
130   PRINT "ENDPOINT A = ";
140   INPUT A
150   LET X = (2/(1 + C1)) + (A - 1)
160   GOSUB 470
170   LET N = ((4*D1)/(1 + C1)↑2)*Q
180   LET J = J + N
190   LET X = (2/(1 + C2)) + (A - 1)
200   GOSUB 470
210   LET N = ((4*D1)/(1 + C2)↑2)*Q
220   LET J = J + N
230   LET X = (2/(1 + C3)) + (A - 1)
240   GOSUB 470
250   LET N = ((4*D2)/(1 + C3)↑2)*Q
260   LET J = J + N
270   LET X = (2/(1 + C4)) + (A - 1)
280   GOSUB 470
290   LET N = ((4*D2)/(1 + C4)↑2)*Q
300   LET J = J + N
310   LET X = (2/(1 + C5)) + (A - 1)
320   GOSUB 470
330   LET N = ((4*D3)/(1 + C5)↑2)*Q
340   LET J = J + N
350   LET X = (2/(1 + C6)) + (A - 1)
360   GOSUB 470
370   LET N = ((4*D3)/(1 + C6)↑2)*2
380   LET J = J + N
390   LET G = J/2
400   PRINT "INTEGRAL = ";G
```

```
410     PRINT "TYPE 1 TO CONTINUE, 0 TO STOP"
420     INPUT L
430     IF L = 1 THEN 450
440     STOP
450     PRINT
460     GOTO 120
470     LET Q =
480     RETURN
490     END
```

GENERALIZED MEAN

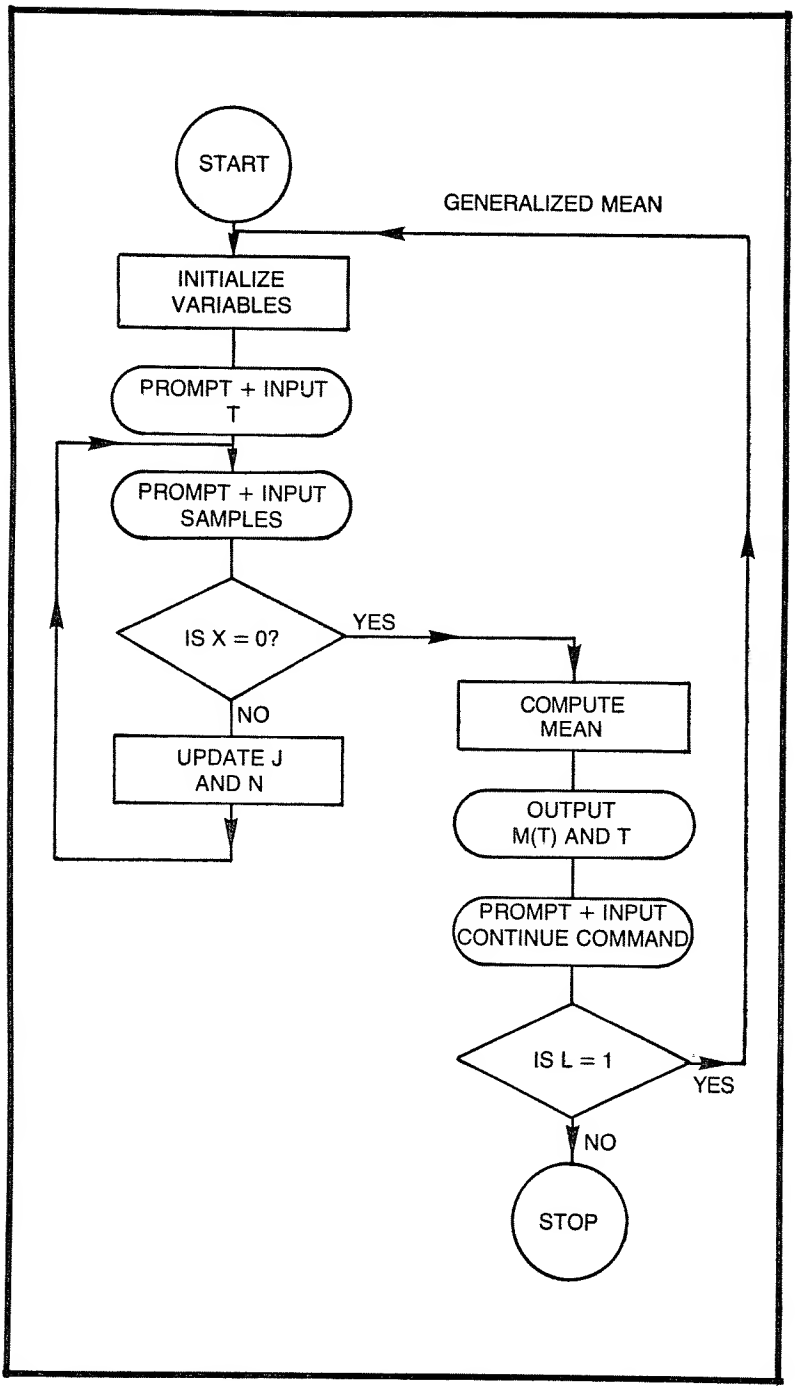
This program computes the generalized mean, which becomes equal to the arithmetic mean if the T entered by the user is 1, and equal to the harmonic mean if the user enters – 1.

FORMULA

$$M(T) = \left(\frac{1}{N} \sum_{K=1}^{N} \times {}^{T}_{K} \right)^{\frac{1}{T}} \quad \text{where } X > 0$$

EXAMPLE

```
T =
?
4
INPUT SAMPLE
?
5
GENERALIZED MEAN
M(T) = 5 WHERE T = 4
TYPE 1 TO CONTINUE, 0 TO STOP
?
0
*END
```


START
GENERALIZED MEAN
INITIALIZE VARIABLES
PROMPT + INPUT T
PROMPT + INPUT SAMPLES
IS X = 0?
YES
NO
UPDATE J AND N
COMPUTE MEAN
OUTPUT M(T) AND T
PROMPT + INPUT CONTINUE COMMAND
IS L = 1
YES
NO
STOP

GENERALIZED MEAN

```
10    REM THIS PROGRAM COMPUTES THE GENER-
        ALIZED MEAN
20    REM IF T = 1, THEN THE GENERALIZED MEAN
        M(T)
30    REM IS EQUAL TO THE ARITHMETIC MEAN. IF
        T = - 1
40    REM THEN M(T) IS EQUAL TO THE HARMONIC
        MEAN
50    LET J = 0
60    LET N = 0
70    PRINT "T = ";
80    INPUT T
90    PRINT "INPUT SAMPLE";
100   INPUT X
110   IF X = 0 THEN 150
120   LET J = J + (X↑T)
130   LET N = N + 1
140   GOTO 90
150   LET G = (J/N)↑(1/T)
160   PRINT "GENERALIZED MEAN"
170   PRINT "M(T) = ";G, "WHERE T = ";T
180   PRINT
190   PRINT "TYPE 1 TO CONTINUE, 0 TO STOP"
200   INPUT L
210   IF L = 1 THEN 230
220   STOP
230   PRINT
240   GOTO 50
250   END
```

GEOMETRIC MEAN

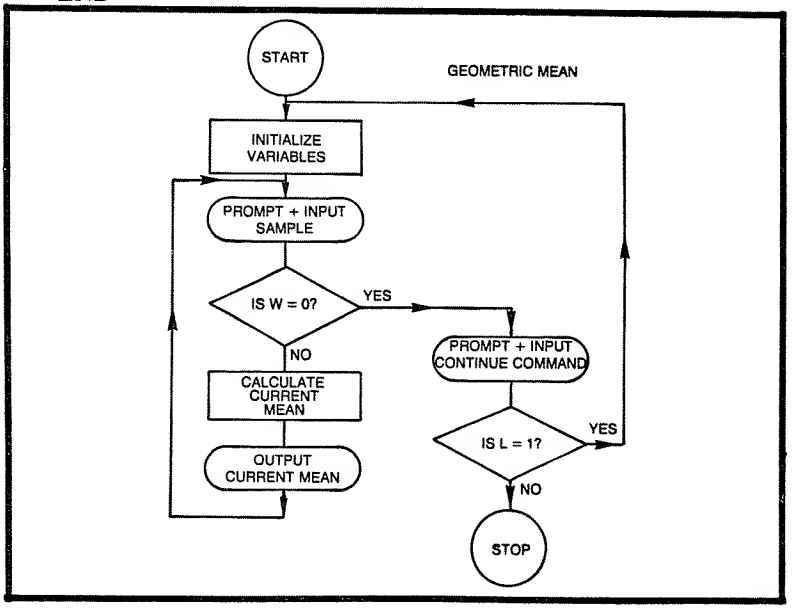
This program computes the geometric mean ot the sample entered by the user until a 0 is entered for the sample.

FORMULA

$$G = \sqrt[n]{(a_1)(a_2).....(a_n)}$$

EXAMPLE

```
SAMPLE =
?
2
NUMBER OF SAMPLES = 1 CURRENT SAMPLE = 2
CURRENT MEAN = 2
SAMPLE =
?
5
NUMBER OF SAMPLES = 2 CURRENT SAMPLE = 5
CURRENT MEAN = 3.1623
SAMPLE =
?
0
TYPE 1 TO CONTINUE, 0 TO STOP
?
0
*END
```



GEOMETRIC MEAN

```
10    REM THIS PROGRAM COMPUTES THE GEOMETRIC
        MEAN
20    REM AFTER EACH SAMPLE IS ENTERED, THE
        NUMBER OF
30    REM SAMPLES, THE CURRENT SAMPLE AND CUR-
        RENT MEAN
40    REM IS PRINTED.
50    LET Y = 1
60    LET N = 0
70    PRINT "SAMPLE = ";
80    INPUT W
90    IF W = 0 THEN 160
100   LET N = N + 1
110   LET Y = Y*W
120   LET G = Y↑(1/N)
130   PRINT "NUMBER OF SAMPLES = ";N,"CURRENT
        SAMPLE = ";W
140   PRINT "CURRENT MEAN = ";G
150   GOTO 70
160   PRINT
170   PRINT "TYPE 1 TO CONTINUE, 0 TO STOP"
180   INPUT L
190   IF L = 1 THEN 210
200   STOP
210   PRINT
220   GOTO 50
230   END
```

GEOMETRIC PROGRESSION

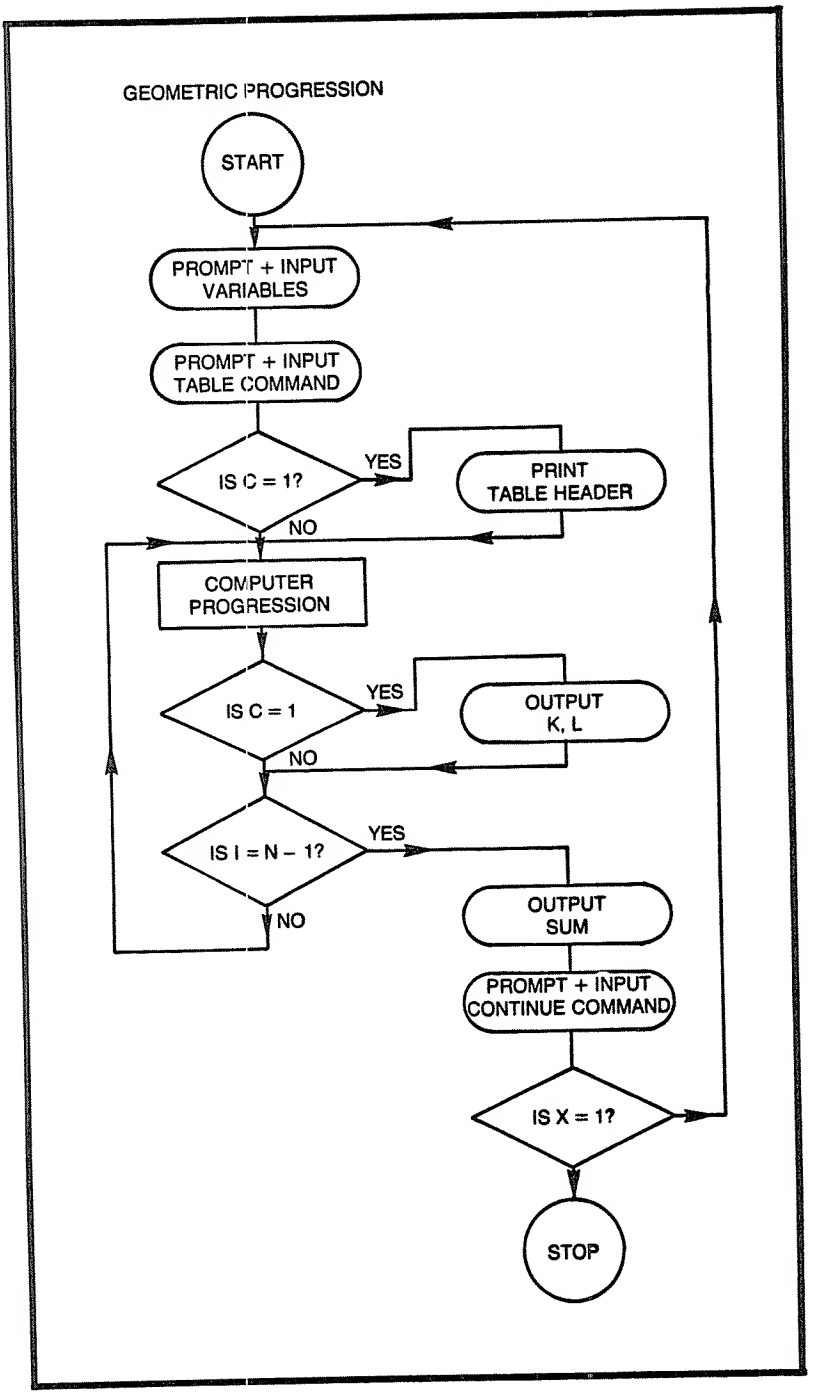
From the following information: first term, ratio of terms, anu number of terms, this program computes the geometric progression.

FORMULA

$$A, AR, AR^2 \ldots, AR^{N-1}$$

EXAMPLE

```
FIRST TERM =
?
10
RATIO OF TERMS =
?
2
NUMBER OF TERMS =
?
5
FOR TABLE, TYPE 1, IF NOT TYPE 0
?
1
GEOMETRIC PROGRESSION
TERM NUMBER      TERM VALUE
1                    10
2                    20
3                    40
4                    80
5                    160
SUM = 310
TYPE 1 TO CONTINUE, 0 TO STOP
?
0
*END
```


GEOMETRIC PROGRESSION
START
PROMPT + INPUT VARIABLES
PROMPT + INPUT TABLE COMMAND
IS C = 1?
YES
PRINT TABLE HEADER
NO
COMPUTER PROGRESSION
IS C = 1
YES
OUTPUT K, L
NO
IS I = N – 1?
YES
NO
OUTPUT SUM
PROMPT + INPUT CONTINUE COMMAND
IS X = 1?
STOP

GEOMETRIC PROGRESSION

```
10    REM THIS PROGRAM COMPUTES THE VALUES AND
        THEIR SUM
20    REM OF A GEOMETRIC PROGRESSION
30    PRINT "FIRST TERM = ";
40    INPUT A
50    PRINT "RATIO OF TERMS = ";
60    INPUT R
70    PRINT "NUMBER OF TERMS = ";
80    INPUT N
90    PRINT "FOR TABLE TYPE 1, IF NOT TYPE 0"
100   INPUT C
110   IF C = 1 THEN 130
120   GOTO 160
130   PRINT
140   PRINT "GEOMETRIC PROGRESSION"
150   PRINT "TERM NUMBER";,"TERM VALUE";
160   LET J = 0
170   FOR I = 0 TO N - 1
180   LET K = I + 1
190   LET L = A*(R↑I)
200   LET J = J + L
210   IF C = 1 THEN 230
220   GOTO 240
230   PRINT K,L
240   NEXT I
250   PRINT "SUM = ";J
260   PRINT
270   PRINT "TYPE 1 TO CONTINUE, 0 TO STOP"
280   INPUT X
290   IF X = 1 THEN 310
300   STOP
310   PRINT
320   GOTO 30
330   END
```

HARMONIC MEAN

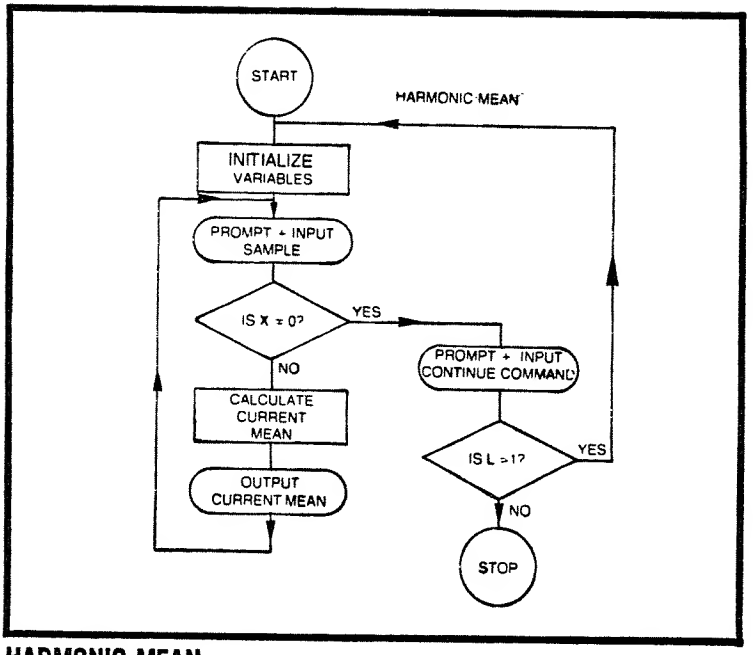
This program computes the harmonic mean of the samples entered by the user, until a 0 is entered for the sample.

FORMULA

$$H = \frac{N}{\sum_{i=1}^{N} \frac{1}{a_i}}$$

EXAMPLE

```
SAMPLE =
?
2
N = 1 SAMPLE = 2 CURRENT MEAN = 2
SAMPLE =
?
5
N = 2 SAMPLE = 5 CURRENT MEAN = 2.86
SAMPLE =
?
7
N = 3 SAMPLE = 7 CURRENT MEAN = 3.56
SAMPLE =
?
0
TYPE 1 TO CONTINUE, 0 TO STOP
?
0
*END
```



HARMONIC MEAN

```
 10    REM THIS PROGRAM COMPUTES THE HARMONIC
         MEAN
 20    REM OF THE SAMPLES ENTERED BY THE USER
 30    LET Z = 0
 40    LET N = 0
 50    PRINT "SAMPLE = ";
 60    INPUT X
 70    IF X = 0 THEN 130
 80    LET N = N + 1
 90    LET Z = Z + (1/X)
100    LET H = N/Z
110    PRINT "N = ";N,"SAMPLE = ";X,"CURRENT MEAN
         = ";H
120    GOTO 50
130    PRINT
140    PRINT "TYPE 1 TO CONTINUE, 0 TO STOP"
150    INPUT L
160    IF L = 1 THEN 180
170    STOP
180    PRINT
190    GOTO 30
200    END
```

HARMONIC NUMBERS

This program computes the first N harmonic numbers where N is entered by the user.

FORMULA

1, 1 + 1/2, 1 + 1/2 + 1/3, 1 + 1/2 + 1/3 + 1/4, ...

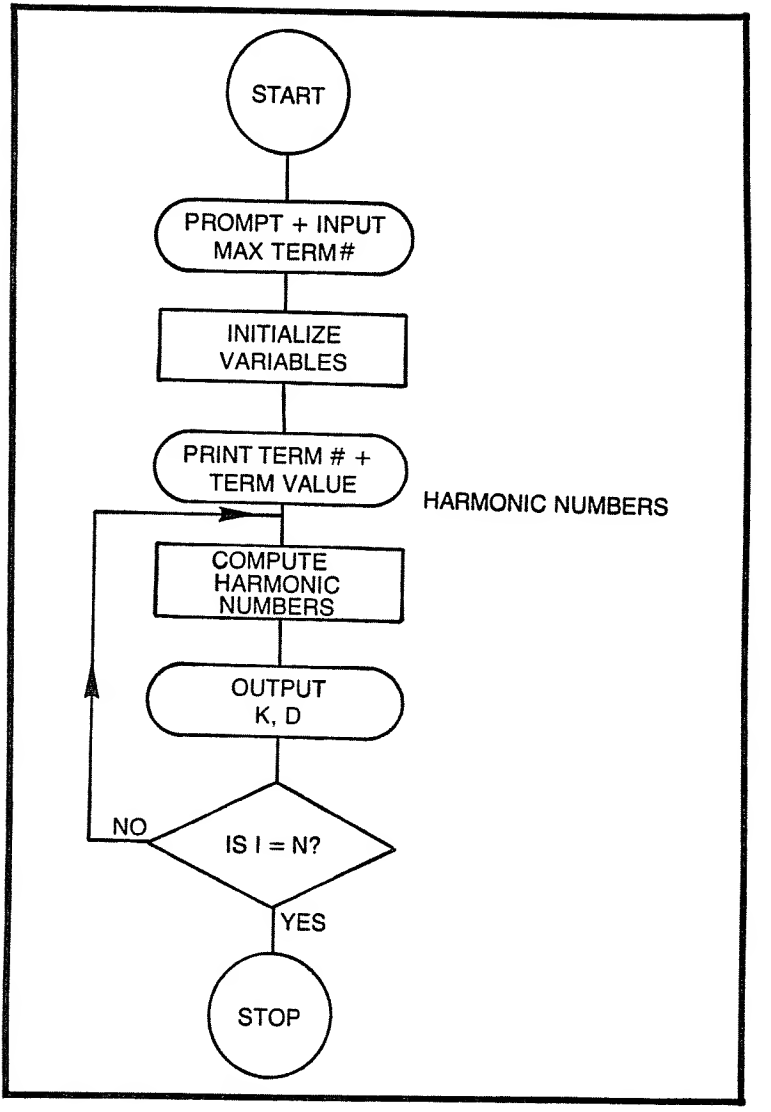
EXAMPLE

MAXIMUM TERM NUMBER
?
35

TERM NUMBER	TERM VALUE
1	1
2	1.5
3	1.83333
4	2.08333
5	2.28333
6	2.45
7	2.59285
8	2.71785
9	2.82896
10	2.92896
11	3.01987
12	3.10321
13	3.18013
14	3.25156
15	3.31822
16	3.38072
17	3.43955
18	3.49510
19	3.54774
20	3.59773
21	3.64535
22	3.69081
23	3.73429
24	3.77595
25	3.81595
26	3.85442
27	3.89145
28	3.92717
29	3.96165
30	3.99498

TERM NUMBER	TERM VALUE
31	4.02724
32	4.05849
33	4.08879
34	4.11821
35	4.14678
36	4.17456

*END



HARMONIC NUMBERS

```
 10    REM THIS PROGRAM COMPUTES HARMONIC
         NUMBERS
 20    PRINT "MAXIMUM TERM NUMBER"
 30    INPUT N
 40    LET K = 0
 50    LET D = 0
 60    PRINT "TERM NUMBER", "TERM VALUE"
 70    FOR I = 0 TO N
 80    LET K = I + 1
 90    LET C = 1/K
100    LET D = D + C
110    PRINT K,D
120    NEXT I
130    PRINT
140    END
```

HARMONIC PROGRESSIONS

This program computes from the following information the values of A and B, the difference and the number of terms desired. At the user's option a table of progressions may be generated. In either case the sum of the number of terms is produced.

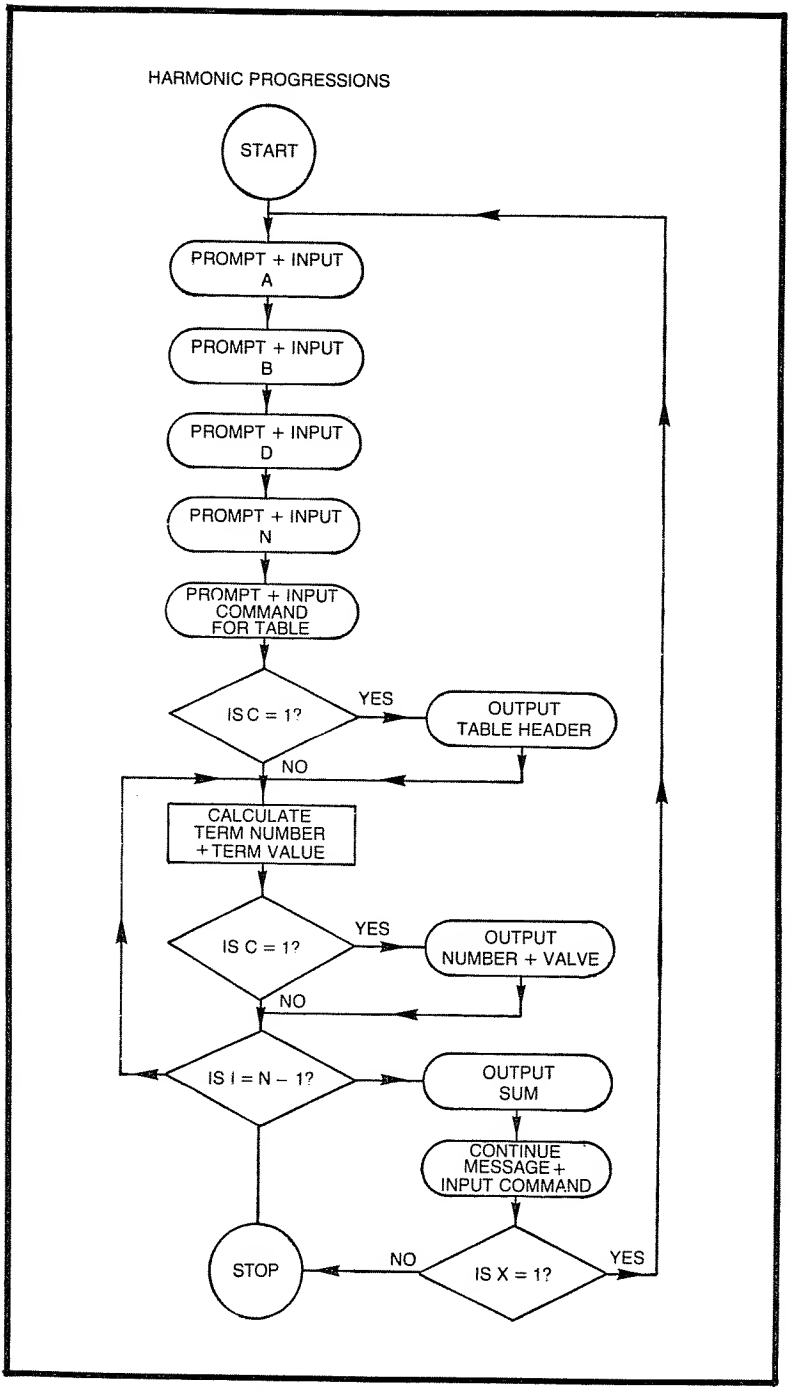
FORMULA

$$\frac{A}{B}, \frac{A}{B+D}, \frac{A}{B+2D}, \ldots \frac{A}{B+(N-1)D}$$

EXAMPLE

```
VALUE OF A =
?
10
VALUE OF B =
?
2
DIFFERENCE =
?
3
NUMBER OF TERMS =
?
20
FOR TABLE TYPE 1, IF NOT TYPE 0
?
1
HARMONIC PROGRESSION
TERM NUMBER TERM VALUE
1           5
2           2
3           1.25
4           .90901
5           .714286
6           .588235
7           .5
8           .434783
9           .384615
10          .344828
11          .3125
12          .285714
```

```
TERM NUMBER          TERM VALUE
 13                  .263158
 14                  .243802
 15                  .227273
 16                  .212766
 17                  .2
 18                  .188679
 19                  .178571
 20                  .169492
SUM = 14.4078
************************************
TYPE 1 TO CONTINUE, 0 TO STOP
?
0
*END
```


HARMONIC PROGRESSIONS
START
PROMPT + INPUT A
PROMPT + INPUT B
PROMPT + INPUT D
PROMPT + INPUT N
PROMPT + INPUT COMMAND FOR TABLE
IS C = 1?
YES
OUTPUT TABLE HEADER
NO
CALCULATE TERM NUMBER + TERM VALUE
IS C = 1?
YES
OUTPUT NUMBER + VALVE
NO
IS I = N – 1?
OUTPUT SUM
CONTINUE MESSAGE + INPUT COMMAND
IS X = 1?
YES
NO
STOP

HARMONIC PROGRESSIONS

```
10    REM THIS PROGRAM COMPUTES A SERIES OF
        HARMONIC
20    REM PROGRESSIONS
30    PRINT "VALUE OF A = "
40    INPUT A
50    PRINT "VALUE OF B = "
60    INPUT B
70    PRINT "DIFFERENCE = "
80    INPUT D
90    PRINT "NUMBER OF TERMS = "
100   INPUT N
110   PRINT "FOR TABLE TYPE 1, IF NOT TYPE 0"
120   INPUT C
130   IF C = 1 THEN 150
140   GOTO 170
150   PRINT "HARMONIC PROGRESSION"
160   PRINT "TERM NUMBER","TERM VALUE"
170   LET J = 0
180   FOR I = 0 to N - 1
190   LET K = I + 1
200   LET L = A/(B + (I*D))
210   LET J = J + L
220   IF C = 1 THEN 240
230   GOTO 250
240   PRINT K,L
250   NEXT I
260   PRINT "SUM = ";J
270   PRINT "**********************"
280   PRINT "TYPE 1 TO CONTINUE, 0 TO STOP"
290   INPUT X
300   IF X = 0 THEN 320
310   STOP
320   PRINT
330   GOTO 30
340   END
```

HYDROCARBON COMBUSTION

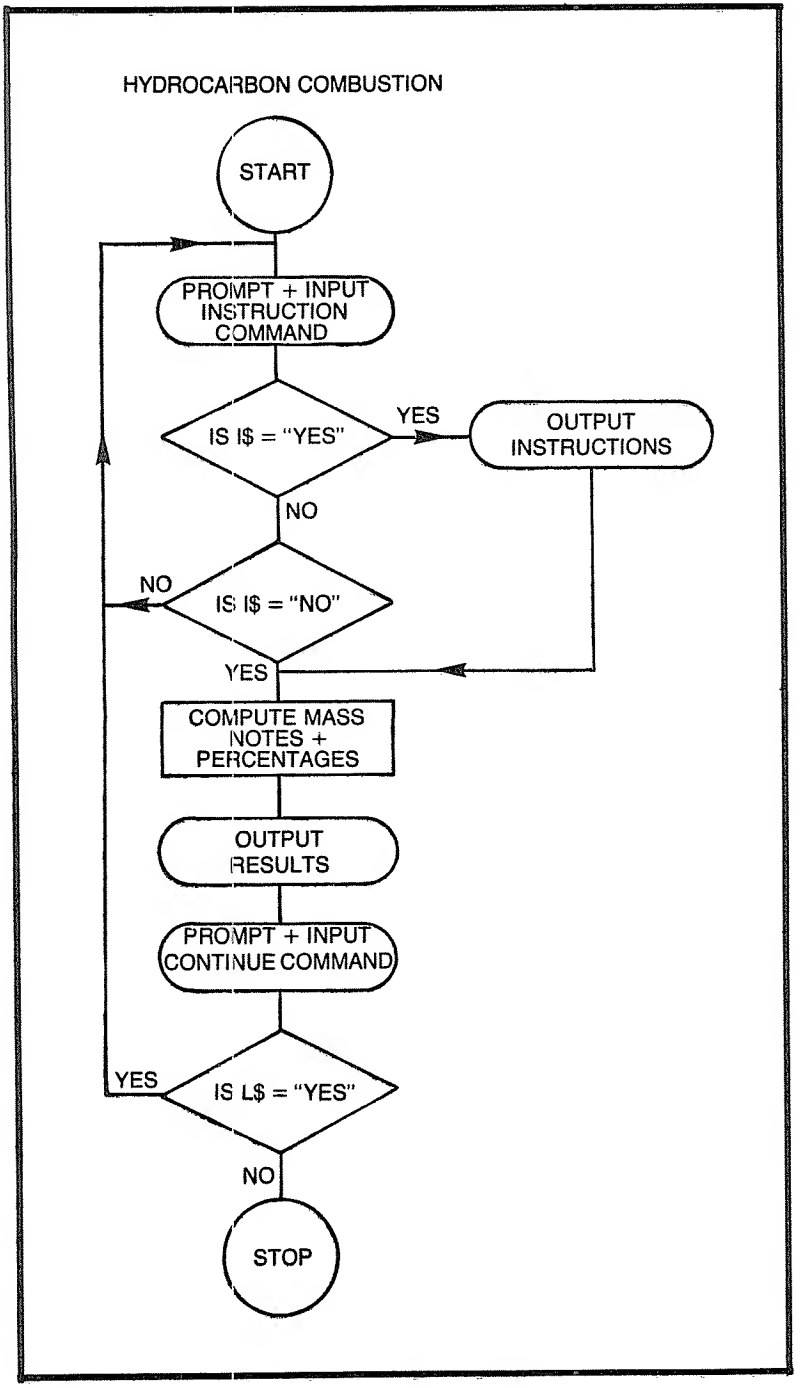
This program simulates the burning of a hydrocarbon compound; complete combustion is assumed, and the option of excess air is available.

FORMULAE

AIR = 1 + % EXCESS AIR/100
O_2 = C + S + H/4 − O/2
AF(MOLES) = O_2(4.762)AIR
AF(MASS) = 1.8094(AF MOLES)/.7507C + 0.063H
+ 2.004S + 0.875N + O
TOTAL MOLES = O_2(4.762 AIR) + H/4 + O/2 + N/2
VOLUME % CO_2 = 100C/M
VOLUME % SO_2 = 100S/M
VOLUME % H_2O = 100H/2M
VOLUME % O_2 = 100(AIR − 1)O_2/M
VOLUME % N_2 = (100((3.762)AIR(02) + N/2)/M

EXAMPLE

```
RUN
FOR INSTRUCTIONS TYPE YES, IF NOT TYPE NO
?
NO
ENTER CARBON(C), HYDROGEN(H), OXYGEN(O), SUL-
PHUR(S), NITROGEN(N) IN THAT ORDER
?
1,4,0,0,0
ENTER PERCENTAGE EXCESS AIR, IF ZERO
ENTER 0, EXAMPLE: − 34% ENTER AS 34
?
0
AIR-FUEL RATIO WITH RESPECT TO MOLES = 9.52
AIR-FUEL RATIO WITH RESPECT TO MASS = 17.19
TOTAL MOLES OF PRODUCTION = 10.52
******PERCENTAGE OF VOLUME OF PRODUCETS******
CARBON DIOXIDE = 9.50%
SULPHUR DIOXIDE = 0.0%
WATER = 19.0%
OXYGEN = 0.0%
NITROGEN = 71.49%
******COMPLETE COMBUSTION ASSUMED******
TO TRY NEXT COMPOUND TYPE YES
TO STOP TYPE NO
?
NO
COMBUSTION SAYS GOOD-BYE
*END
```


HYDROCARBON COMBUSTION
START
PROMPT + INPUT INSTRUCTION COMMAND
IS I$ = "YES"
YES
OUTPUT INSTRUCTIONS
NO
IS I$ = "NO"
NO
YES
COMPUTE MASS NOTES + PERCENTAGES
OUTPUT RESULTS
PROMPT + INPUT CONTINUE COMMAND
IS L$ = "YES"
YES
NO
STOP

HYDROCARBON COMBUSTION

```
10  REM THIS PROGRAM COMPUTES THE PERCENT-
      AGES OF THE
20  REM PRODUCTS PRODUCED BY HYDROCARBON
      COMBUSTION
30  PRINT "FOR INSTRUCTIONS TYPE YES, IF NOT
      TYPE NO"
40  INPUT I$
50  IF I$ = "YES" THEN 90
60  IF I$ = "NO" THEN 130
70  PRINT "INVALID COMMAND"
80  GOTO 30
90  PRINT "THE AMOUNTS OF EACH ELEMENT MUST
      BE"
100 PRINT "ENTERED, EVEN IF THE AMOUNT IS ZERO"
110 PRINT "EXAMPLE: - METHANE (CH4) MUST BE
      ENTERED AS"
120 PRINT "C;1, H;4, O;0, S;0, N;0"
130 PRINT
140 PRINT "ENTER CARBON(C), HYDROGEN(H), OXY-
      GEN(O)"
150 PRINT "SULPHUR(S), NITROGEN(N) IN THAT
      ORDER"
160 INPUT C,H,O,S,N
170 PRINT "ENTER PERCENTAGE EXCESS AIR, IF
      ZERO"
180 PRINT "ENTER 0, EXAMPLE: - 34% ENTER AS 34"
190 INPUT E
200 LET E = 1 + (E/100)
210 LET O2 = C + S + (H/4) - (O/2)
220 LET A = O2*E*4.762
230 LET A1 = 1.8094*A
240 LET F = (0.7507*C) + (0.063*H) + (2.004*S)
250 LET F = (0.875*N) + O + F
260 LET A1 = A1/F
270 LET M = A + (HP4) + (O/2) + (N/2)
280 LET C2 = (C*100)/M
290 LET S2 = (S*100)/M
300 LET H2 = (H*100)/(2*M)
310 LET O3 = (100*(E- 1)*02)/M
320 LET N2 = (100*((3.762*E*02) +(N/2)))/M
330 PRINT
```

```
340   PRINT "AIR-FUEL RATIO WITH RESPECT TO
        MOLES = ";A
350   PRINT "AIR-FUEL RATIO WITH RESPECT TO
        MASS = ";A1
360   PRINT "TOTAL MOLES OF PRODUCT = ";M
370   PRINT "******PERCENTAGE VOLUME OF PRO-
        DUCTS******"
380   PRINT "CARBON DIOXIDE = ";C2;" % "
390   PRINT "SULPHUR DIOXIDE = ";S2;" % "
400   PRINT "WATER = ";H2;" % "
410   PRINT "OXYGEN = ";03;" % "
420   PRINT "NITROGEN = ";N2;" % "
430   PRINT "******COMPLETE COMBUSTION AS-
        SUMED******"
440   PRINT
450   PRINT "TO TRY NEXT COMPOUND TYPE YES"
460   PRINT "TO STOP TYPE NO"
470   INPUT L$
480   IF L$ = "YES" THEN 510
490   PRINT "COMBUSTION SAYS GOOD-BYE"
500   STOP
510   PRINT
520   GOTO 30
530   END
```

HYPERBOLIC FUNCTIONS

This program computes the following hyperbolic trigonometric functions: sinH, cosH, tanH, cscH, secH, cotH.

FORMULAE

$$\sinh x = \frac{e^x - e^{-x}}{2} \qquad \operatorname{csch} x = \frac{1}{\sinh x}$$

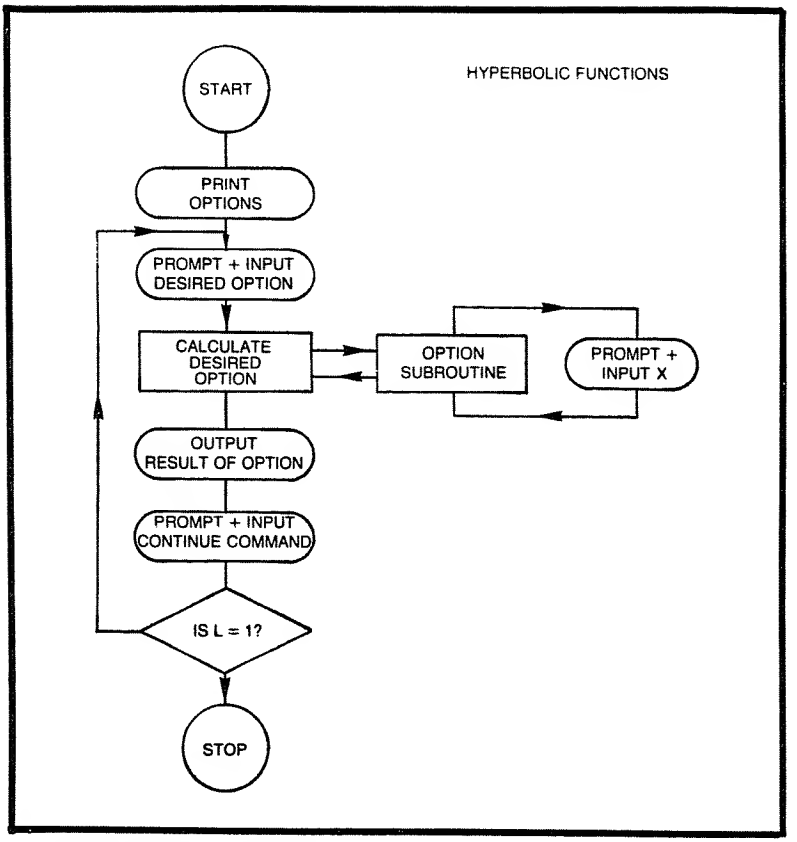
$$\cosh x = \frac{e^x + e^{-x}}{2} \qquad \operatorname{sech} x = \frac{1}{\cosh x}$$

$$\tanh x = \frac{e^x - e^{-x}}{e^x + e^{-x}} \qquad \coth x = \frac{1}{\tanh x}$$

EXAMPLE

```
TYPE A NUMBER 1 TO 6 FOR FUNCTION DESIRED
?
1
X=
?
4
SINH 4 = 27.2899
TYPE 1 TO CONTINUE, 0 TO STOP
?
1
TYPE A NUMBER 1 TO 6 FOR FUNCTION DESIRED
?
2
X=
?
5
COSH 5 = 74.2099
TYPE 1 TO CONTINUE, 0 TO STOP
?
1
TYPE A NUMBER 1 TO 6 FOR FUNCTION DESIRED
?
3
X=
?
.02
TANH .02 = .019997
```

```
TYPE 1 TO CONTINUE, 0 TO STOP
?
1
TYPE A NUMBER 1 TO 6 FOR FUNCTION DESIRED
?
4
X=
?
3.5
CSCH 3.5 = .060449
TYPE 1 TO CONTINUE, 0 TO STOP
?
1
TYPE A NUMBER 1 TO 6 FOR FUNCTION DESIRED
?
5
X=
12
SECH 12 = .000012
TYPE 1 TO CONTINUE, 0 TO STOP
?
1
TYPE A NUMBER 1 TO 6 FOR FUNCTION DESIRED
?
6
X=
?
.3
COTH .3 = 3.43273
TYPE 1 TO CONTINUE, 0 TO STOP
?
0
*END
```



HYPERBOLIC FUNCTIONS

```
10  REM THIS PROGRAM COMPUTES HYPERBOLIC
    FUNCTIONS
20  PRINT "SINH (1)"
30  PRINT "COSH (2)"
40  PRINT "TANH (3)"
50  PRINT "CSCH (4)"
60  PRINT "SECH (5)"
70  PRINT "COTH (6)"
80  PRINT "TYPE A NUMBER 1 TO 6 FOR FUNCTION
    DESIRED"
90  INPUT C
100 ON C GOTO 110,160,200,270,320,370
110 GOSUB 490
120 GOSUB 520
130 LET Z = Y/2
```

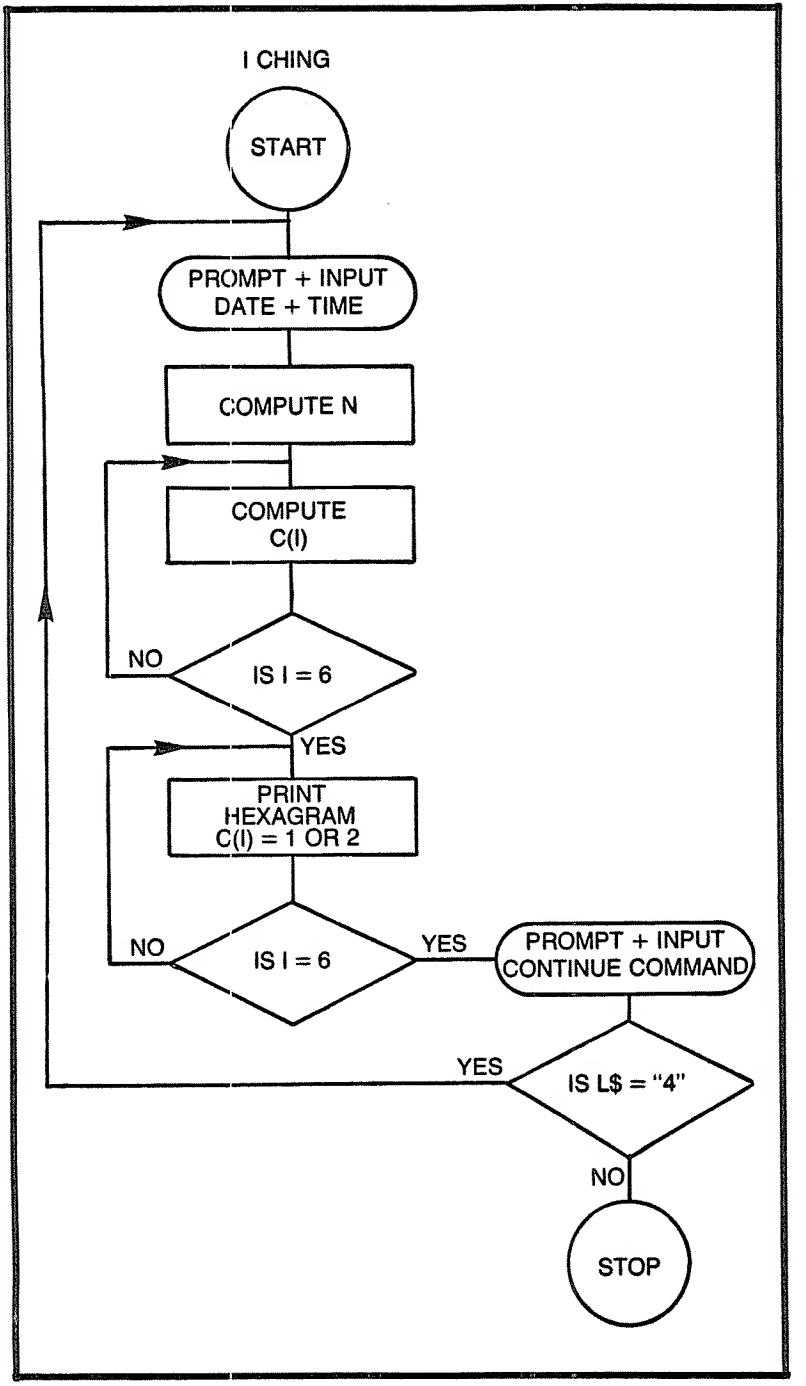
```
140   PRINT "SINH";X; =" ;Z
150   GOTO 420
160   GOSUB 490
170   GOSUB 540
180   LET Z = B/2
190   PRINT "COSH";X;" = ";Z
200   GOTO 420
210   GOSUB 490
220   GOSUB 520
230   GOSUB 540
240   LET Z = Y/B
250   PRINT "TANH";X;" = ";Z
260   GOTO 420
270   GOSUB 490
280   GOSUB 520
290   LET Z = 1/(Y/2)
300   PRINT "CSCH";X;" = ";Z
310   GOTO 420
320   GOSUB 490
330   GOSUB 540
340   LET Z = 1/(B/2)
350   PRINT "SECH";X;" = ";Z
360   GOTO 420
370   GOSUB 490
380   GOSUB 520
390   GOSUB 540
400   LET Z = 1/(Y/B)
410   PRINT "COTH";X;" = ";Z
420   PRINT
430   PRINT "TYPE 1 TO CONTINUE, 0 TO STOP"
440   INPUT L
450   IF L = 1 THEN 470
460   STOP
470   PRINT
480   GOTO 80
490   PRINT "X = "
500   INPUT X
510   RETURN
520   LET Y = EXP(X) - EXP( - X)
530   RETURN
540   LET B = EXP(X) + EXP( - X)
550   RETURN
560   END
```

I CHING (THE CHINESE BOOK OF CHANGES)

The I Ching is a collection of 64 hexagrams used to determine possible future events. It was inspired by the ancient Chinese. Each hexagram consists of six lines which may be broken (- -) or unbroken(---). The user of the I Ching may throw coins or sticks to produce the six lines. This program computes the six lines randomly on an algorithm using the date and time. The meanings of each of the possible 64 hexagrams may be looked up in the Chinese Book of Changes (The I Ching).

EXAMPLE

```
RUN
ENTER DATE AS M,D,Y
?
8,28,1977
ENTER TIME AS H,M(24 HOUR CLOCK)
?
9,56
---
---
- -
- -
---
- -
TO CONTINUE TYPE Y, IF NOT TYPE N
?
N
THE I CHING SAYS GOOD-BYE
*END
```


I CHING
START
PROMPT + INPUT
DATE + TIME
COMPUTE N
COMPUTE
C(I)
NO
IS I = 6
YES
PRINT
HEXAGRAM
C(I) = 1 OR 2
NO
IS I = 6
YES
PROMPT + INPUT
CONTINUE COMMAND
YES
IS L$ = "4"
NO
STOP

I CHING

```
10    REM THIS PROGRAM SIMULATES THE I CHING
20    RANDOMIZE
30    PRINT "ENTER DATE AS M,D,Y"
40    INPUT M,D,Y
50    PRINT "ENTER TIME AS H,M(24 HOUR CLOCK)"
60    INPUT H,M1
70    LET N = M + (D/30) + (Y/100) + H + (M1/60)
80    FOR I = 1 TO 6
90    LET K = N*RND(0)
100   LET K = K - INT(K)
110   LET C(I) = 1 + INT(2*K)
120   NEXT I
130   FOR I = 1 TO 6
140   IF C(I) = 1 THEN 170
150   PRINT "---"
160   GOTO 180
170   PRINT "- -"
180   NEXT I
190   PRINT
200   PRINT "TO CONTINUE TYPE Y, IF NOT TYPE N"
210   INPUT L$
220   IF L$ = "Y" THEN 250
230   PRINT "THE I CHING SAYS GOOD-BYE"
240   STOP
250   PRINT
260   GOTO 30
270   END
```

INTEGRAL BETWEEN TWO LIMITS

This program computes the integral between the limits of finite points A and B for single-valued function $f(x)$ by the six-point Gauss-Legendre quadrature formula.

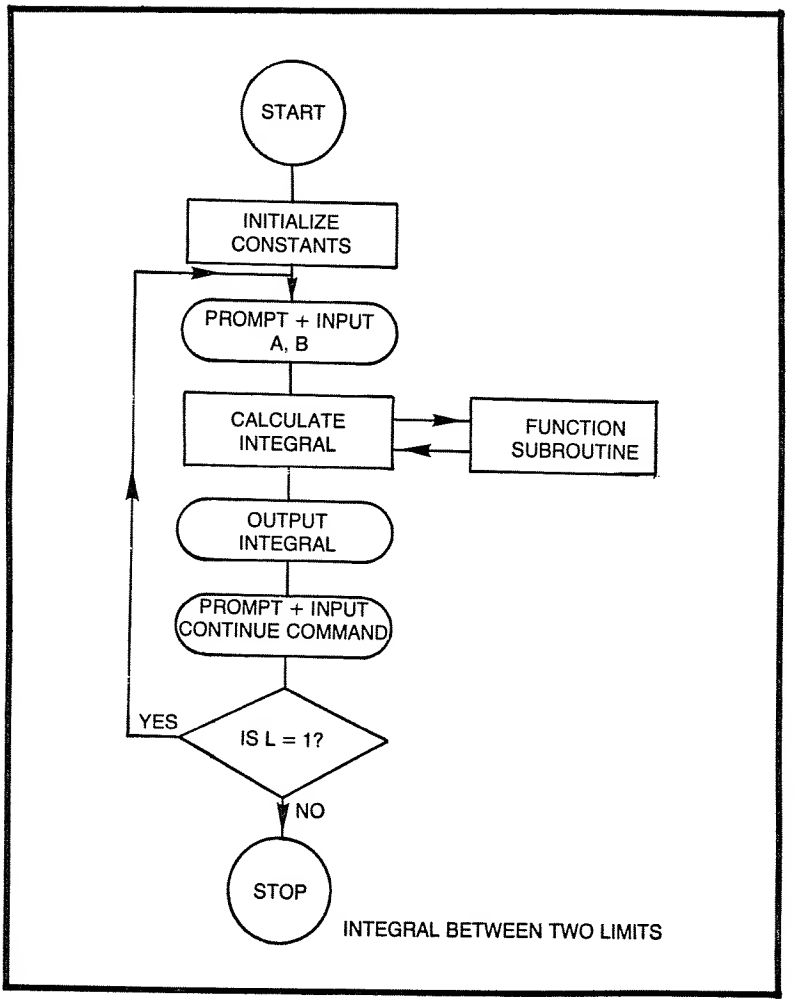
FORMULA

$$\int_a^b f(x)dx = \frac{b-a}{2} \sum_{i=1}^{6} D_i f \frac{(C_i(b-a)+b+a)}{2}$$

EXAMPLE

Where f(x) = 13*X↑2 − 6*X↑2 + SIN(X) + 1/X)

```
ENTER ENDPOINTS A,B
?
- 1,1
INTEGRAL = 4.28786
TYPE 1 TO CONTINUE, 0 TO STOP
?
0
*END
```



INTEGRAL BETWEEN TWO LIMITS

```
10    REM THIS PROGRAM COMPUTES THE INTEGRAL
        BETWEEN
20    REM THE LIMITS A AND B OF F(X)
30    LET C1 = .238619
40    LET C2 = C1
50    LET C3 = .661209
60    LET C4 = C3
70    LET C5 = .932470
80    LET C6 = C5
90    LET D1 = .467914
```

```
100   LET D2 = .360762
110   LET D3 = .171324
120   LET J = 0
130   PRINT "ENTER ENDPOINTS A,B"
140   INPUT A,B
150   LET Y = B - A
160   LET Z = B + A
170   LET X = ((C1*Y) + Z)/2
180   GOSUB 500
190   LET N = D1*Q
200   LET J = J + N
210   LET X = ((C2*Y) + Z)/2
220   GOSUB 500
230   LET N = D1*Q
240   LET J = J + N
250   LET X = ((C3*Y) + Z)/2
260   GOSUB 500
270   LET N = D2*Q
280   LET J = J + N
290   LET X = ((C4*Y) + Z)/2
300   GOSUB 500
310   LET N = D2*Q
320   LET J = J + N
330   LET X = ((C5*Y) + Z)/2
340   GOSUB 500
350   LET N = D3*Q
360   LET J = J + N
370   LET X = ((C6*Y) + Z)/2
380   GOSUB 500
390   LET N = D3*Y
400   LET J = J + N
410   LET G = (Y/2)*J
420   PRINT "INTEGRAL = ";G
430   PRINT
440   PRINT "TYPE 1 TO CONTINUE, 0 TO STOP"
450   INPUT L
460   IF L = 1 THEN 480
470   STOP
480   PRINT
490   GOTO 120
500   LET Q = 13*X↑2 - 6*X↑2 + SIN(X) + 1/X
510   RETURN
520   END
```

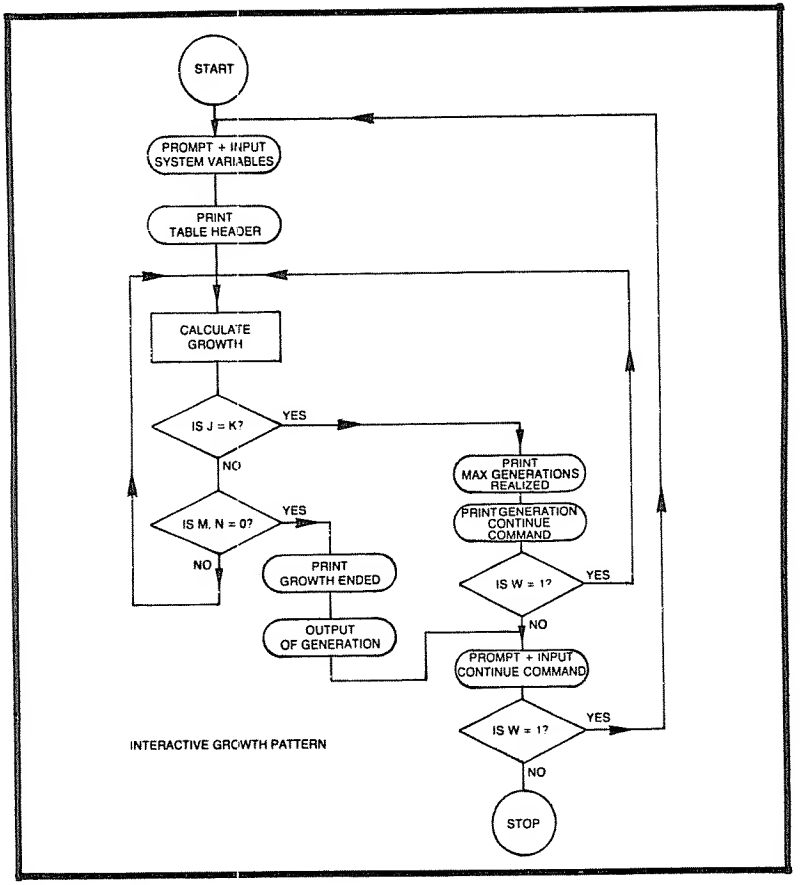
INTERACTIVE GROWTH PATTERN

This program computes a growth pattern between two quantities called X and Y, where the existence of Y depends on the destruction of an X, but to be just, X can propagate.

EXAMPLE

```
NUMBER OF DESTROYERS (Y) =
?
201
NUMBER OF CREATORS (X) =
?
347
PROPAGATION RATE OF X =
?
6
CHANCE OF MEETING BETWEEN X AND Y =
?
.01
TIME BETWEEN SAMPLE DISPLAYED =
?
.5
MAXIMUM GENERATIONS =
?
10
INTERACTIVE GROWTH PATTERN
CREATOR                 DESTROYER
1039                     449
1822                     2558
0                        24600
0                        12300
0                        6150
0                        3075
0                        1537
0                        768
0                        384
0                        192
MAXIMUM NUMBER OF GENERATIONS REACHED
FOR FURTHER GENERATIONS, TYPE 1, IF NOT 0
?
1
MAXIMUM GENERATIONS =
?
```

```
10
0                    96
0                    48
0                    24
0                    12
0                    6
0                    3
0                    1
0                    0
ALL GROWTH ENDED
NUMBER OF GENERATIONS = 18
FOR NEXT PATTERN TYPE 1, 0 TO STOP
?
0
*END
```



INTERACTIVE GROWTH PATTERN

INTERACTIVE GROWTH PATTERN

```
10    REM THIS PROGRAM COMPUTES THE GROWTH
        PATTERN BETWEEN
20    REM A QUANTITY Y THE DESTROYER AND A
        QUANTITY X
30    REM THE CREATOR. X CAN PROPAGATE, AND ON A
40    REM CHANCE METTING BETWEEN X AND Y, X IS
        DESTROYED,
50    REM THUS INCREASING THE NUMBER OF YS.
60    PRINT "NUMBER OF DESTROYERS (Y) = ";
70    INPUT Y
80    PRINT "NUMBER OF CREATORS (X) = ";
90    INPUT X
100   PRINT "PROPAGATION RATE OF X = ";
110   INPUT Z
120   PRINT "CHANCE OF METTING BETWEEN X AND Y
        = ";
130   INPUT A
140   PRINT "TIME BETWEEN SAMPLES = ";
150   INPUT H
160   PRINT "MAXIMUM GENERATIONS = ";
170   INPUT K
180   LET J = 0
190   PRINT
200   PRINT "INTERACTIVE GROWTH PATTERN"
210   PRINT
220   PRINT "CREATOR","DESTROYER"
230   IF J = K THEN 470
240   LET J = J + 1
250   LET B = A*X*Y
260   LET C = ((Y - B)*H) + Y
270   IF C < 0 THEN 390
280   LET Y = C
290   LET D = (((X*Z) - B)*H) + X
300   IF D < 0 THEN 140
310   LET X = D
320   LET M = INT(X)
330   LET N = INT(Y)
340   PRINT M,N
350   IF M = 0 THEN 370
360   GOTO 230
370   IF N = 0 THEN 430
380   GOTO 230
```

```
390     LET Y = 0
400     GOTO 290
410     LET X = 0
420     GOTO 320
430     PRINT "ALL GROWTH ENDED"
440     PRINT "NUMBER OF GENERATIONS = ";J
450     PRINT
460     GOTO 560
470     PRINT "MAXIMUM NUMBER OF GENERATIONS
        REACHED"
480     PRINT
490     PRINT "FOR FURTHER GENERATIONS TYPE 1, IF
          NOT 0"
500     INPUT W
510     IF W = 1 THEN 530
520     GOTO 560
530     PRINT "MAXIMUM GENERATIONS = ";
540     INPUT K
550     GOTO 230
560     PRINT
570     PRINT "FOR NEXT PATTERN TYPE 1, 0 TO STOP"
580     INPUT W
590     IF W = 1 THEN 610
600     STOP
610     PRINT
620     GOTO 60
630     END
```

INVERSE HYPERBOLIC FUNCTIONS

This program computes the following hyperbolic trigonometric functions: $\sinh^{-1}$, $\cosh^{-1}$, $\tanh^{-1}$, csch^{-1}, sech^{-1} $\coth^{-1}$

FORMULAE

$$\sin H^{-1}x = ln(X + (x^2 + 1)^{.5})$$

$$\cos H^{-1}x = ln(x + (x^2 - 1)^{.5})$$

$$\tan H^{-1}x = \frac{1}{2} ln\left(\frac{1+x}{1-x}\right)$$

$$\csc H^{-1}x = \sin H^{-1}\left(\frac{1}{x}\right)$$

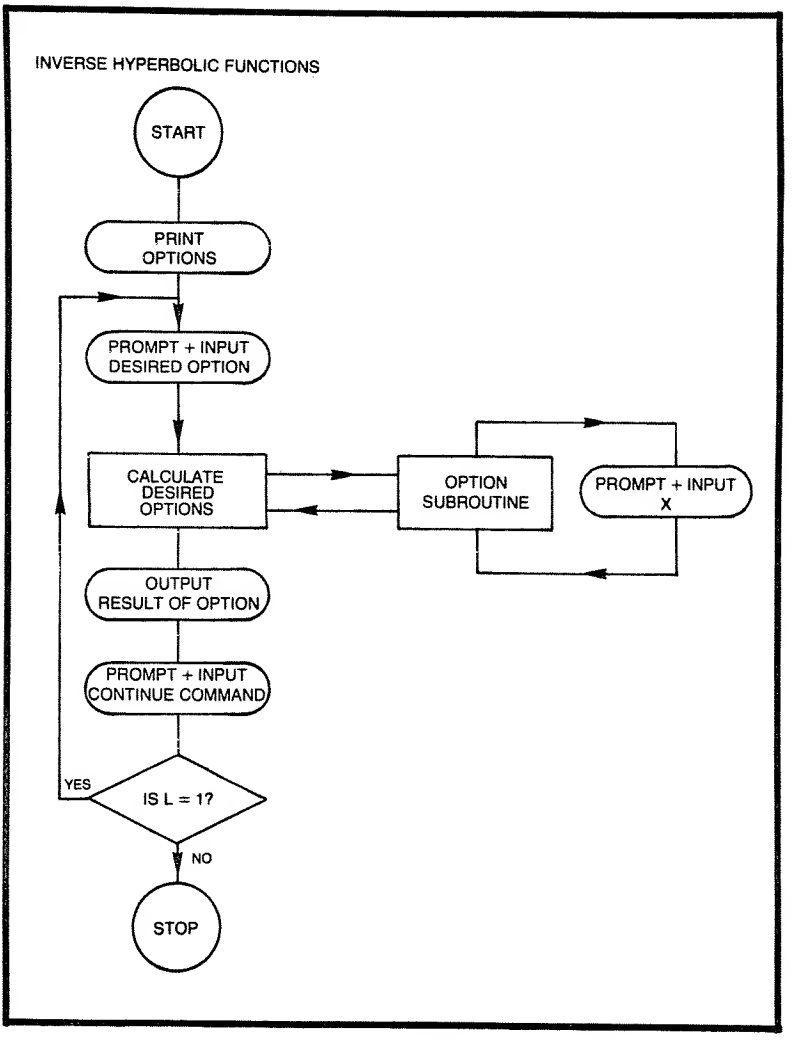
$$\sec H^{-1}x = \cos H^{-1}\left(\frac{1}{x}\right)$$

$$\cot H^{-1}x = \tan H^{-1}\left(\frac{1}{x}\right)$$

EXAMPLE

```
TYPE A NUMBER 1 TO 6 FOR FUNCTION DESIRED
?
1
X =
?
12
SINH - 1 12 = 3.17979
TYPE 1 TO CONTINUE, 0 TO STOP
?
1
TYPE A NUMBER 1 TO 6 FOR FUNCTION DESIRED
?
2
X =
?
45
COSH - 1 45 = 4.49969
TYPE 1 TO CONTINUE, 0 TO STOP
?
1
TYPE A NUMBER 1 TO 6 FOR FUNCTION DESIRED
?
3
```

```
X =
?
.00055
TANH – 1 .00055 = .00055
TYPE 1 TO CONTINUE, 0 TO STOP
?
1
TYPE A NUMBER 1 TO 6 FOR FUNCTION DESIRED
?
4
X =
?
23
CSCH – 1 23 = .04346
TYPE 1 TO CONTINUE, 0 TO STOP
?
1
TYPE A NUMBER 1 TO 6 FOR FUNCTION DESIRED
5
X =
?
.125
SECH – 1 .125 = 2.76866
TYPE 1 TO CONTINUE, 0 TO STOP
?
1
TYPE A NUMBER 1 TO 6 FOR FUNCTION DESIRED
?
6
X =
?
8
COTH – 1 8 = .12566
TYPE 1 TO CONTINUE, 0 TO STOP
?
0
*END
```



INVERSE HYPERBOLIC FUNCTIONS

```
10    REM THIS PROGRAM COMPUTES INVERSE HYPER-
        BOLIC FUNCTIONS
20    PRINT "SINH – 1 (1)"
30    PRINT "COSH – 1 (2)"
40    PRINT "TANH – 1 (3)"
50    PRINT "CSCH – 1 (4)"
60    PRINT "SECH – 1 (5)"
70    PRINT "COTH – 1 (6)"
```

```
 80   PRINT "TYPE A NUMBER 1 TO 6 FOR FUNCTION
        DESIRED"
 90   INPUT C
100   ON C GOTO 110,150,190,230,280,330
110   GOSUB 440
120   GOSUB 470
130   PRINT "SINH - 1";X;" = ";Z
140   GOTO 370
150   GOSUB 440
160   GOSUB 490
170   PRINT "COSH - 1";X;" = ";Z
180   GOTO 370
190   GOSUB 440
200   GOSUB 510
210   PRINT "TANH - 1";X;" = ";Z
220   GOTO 370
230   GOSUB 530
240   GOSUB 470
250   LET X = A
260   PRINT "CSCH - 1";X;" = ";Z
270   GOTO 370
280   GOSUB 530
290   GOSUB 490
300   LET X = A
310   PRINT "SECH - 1";X;" = ";Z
320   GOTO 370
330   GOSUB 530
340   GOSUB 510
350   LET X = A
360   PRINT "COTH - 1";X;" = ";Z
370   PRINT
380   PRINT "TYPE 1 TO CONTINUE, 0 TO STOP"
390   INPUT L
400   IF L = 1 THEN 420
410   STOP
420   PRINT
430   GOTO 80
440   PRINT "X = ";
450   INPUT X
460   RETURN
470   LET Z = LOG(X + SQR((X↑2) + 1))
480   RETURN
490   LET Z = LOG(X + SQR((X↑2) - 1))
```

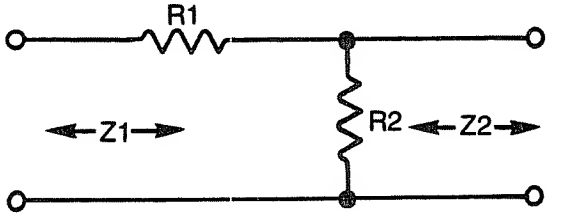
```
500     RETURN
510     LET Z = (LOG((1 + X/(1 - X)))/2
520     RETURN
530     PRINT "X = ";
540     INPUT X
550     LET A = X
560     LET X = 1/X
570     RETURN
580     END
```

L-PAD MINIMUM LOSS SYSTEM

In systems where two resistive stages must be coupled, a minimum loss L-pad can be used for matching. A typical application for this pad would be to couple inputs and outputs of audio circuits. The user inputs the two impedances Z_1 and Z_2; the program responds with the L-pad resistors R_1 and R_2, and also the system loss in decibels.

FORMULAE

L PAD MIN LOSS



$Z_1 > Z_2$

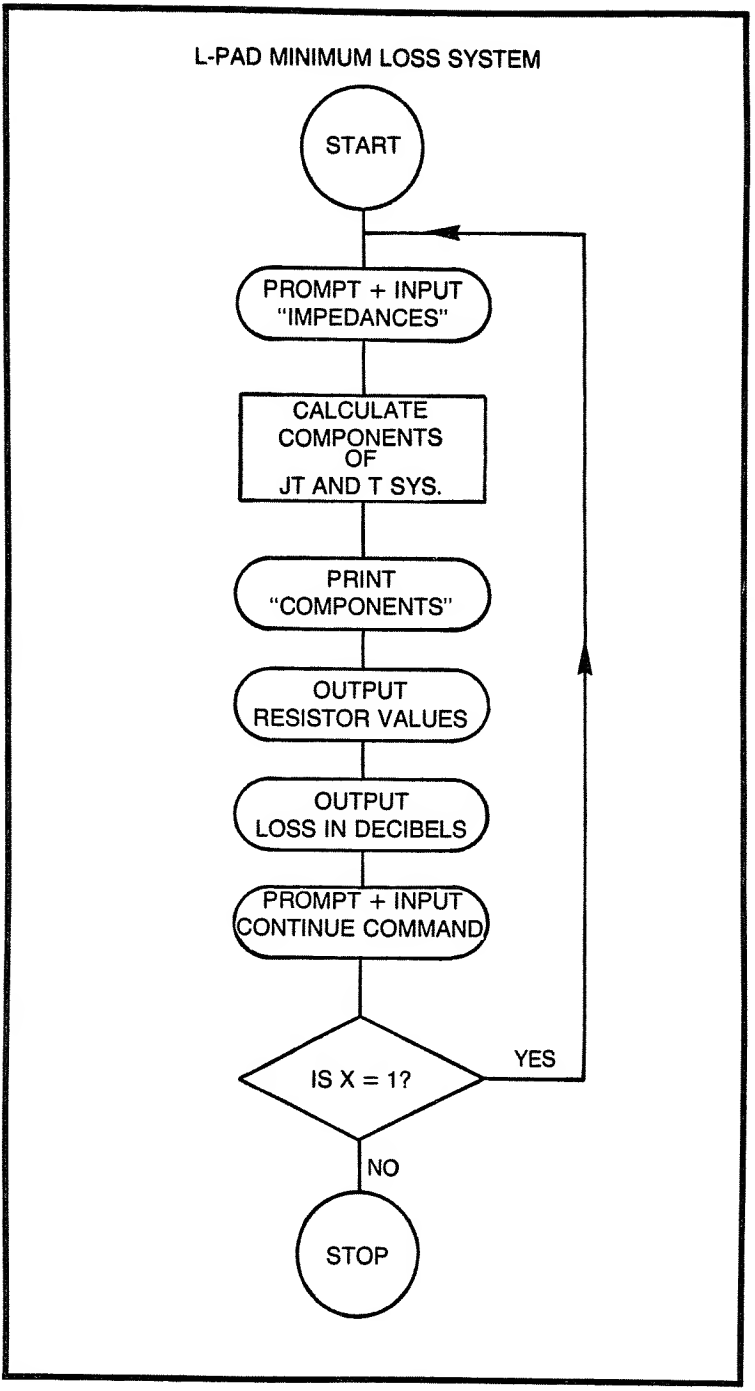
$$R_1 = Z_1 \sqrt{1 - \frac{Z_2}{Z_1}}$$

$$R_2 = \frac{Z_2}{\sqrt{1 - \frac{Z_2}{Z_1}}}$$

$$LOSS = 20 \log \left(\sqrt{\frac{Z_1}{Z_2}} + \sqrt{\frac{Z_1}{Z_2} - 1} \right)$$

EXAMPLE

```
1ST IMPEDANCE
?
300
2ND IMPEDANCE
?
75
COMPONENTS OF THE L-PAD
RESISTOR 1 = 259.807
RESISTOR 2 = 86.6025
LOSS IN DECIBELS = 11.4389
TYPE 1 TO CONTINUE, 0 TO STOP
?
0
*END
```


L-PAD MINIMUM LOSS SYSTEM
START
PROMPT + INPUT "IMPEDANCES"
CALCULATE COMPONENTS OF JT AND T SYS.
PRINT "COMPONENTS"
OUTPUT RESISTOR VALUES
OUTPUT LOSS IN DECIBELS
PROMPT + INPUT CONTINUE COMMAND
IS X = 1?
YES
NO
STOP

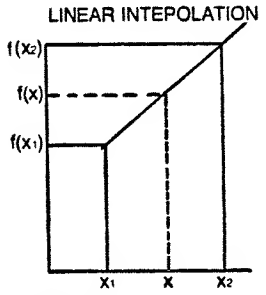
L-PAD MINUMUM LOSS SYSTEM

```
10    REM THIS PROGRAM COMPUTES THE VALUES OF
20    REM THE TWO RESISTANCES REQUIRED TO CON-
        STRUCT A
30    REM L-PAD OF MINIMUM LOSS
40    PRINT "1ST IMPEDANCE"
50    INPUT Z1
60    PRINT "2ND IMPEDANCE"
70    INPUT Z2
80    LET R1 = Z1*SQR(1 - (Z2/Z1))
90    LET R2 = Z2/SQR(1 - (Z2/Z1))
100   LET M = SQR(Z1/Z2) + SQR((Z1/Z2) - 1)
110   LET L = 20*(LOG(M)/LOG(10))
120   PRINT "COMPONENTS OF THE L-PAD"
130   PRINT "RESISTOR 1 = ";R1
140   PRINT "RESISTOR 2 = ";R2
150   PRINT "LOSS IN DECIBELS = ";L
160   PRINT
170   PRINT "TYPE 1 TO CONTINUE, 0 TO STOP"
180   INPUT X
190   IF X = 1 THEN 210
200   STOP
210   PRINT
220   GOTO 40
230   END
```

LINEAR INTERPOLATION

If Y is a function of X, and $Y_1 - Y_2$ are the values of the function at $X_1 - X_2$, respectively, Y may be computed for any value of X.

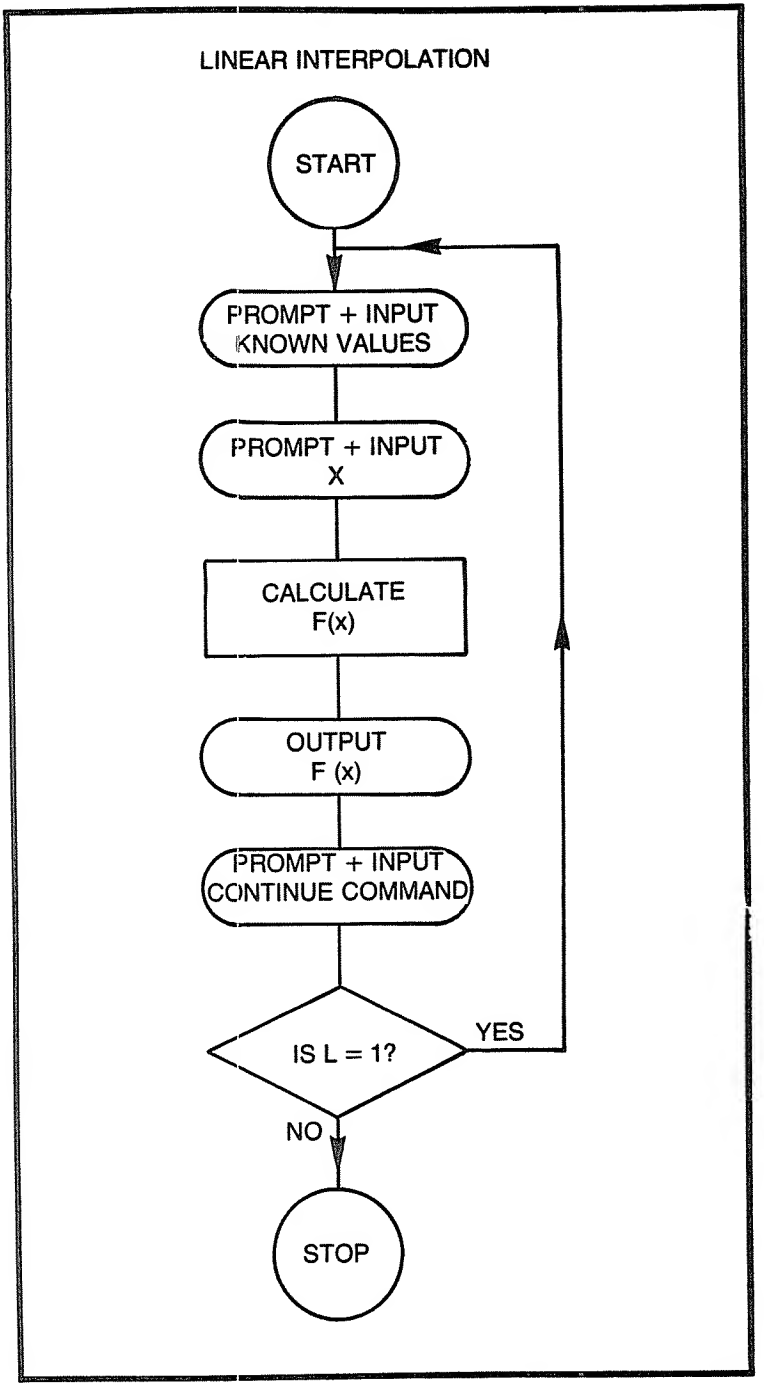
FORMULA



$$f(x) \cong \frac{(x_2 - x)(f(x_1)) + (x - x_1)(f(x_2))}{x_2 - x_1}$$

EXAMPLE

```
KNOWN VALUE OF X (X1,X2) =
?
10,50
KNOWN VALUES OF Y (F(X1),F(X2)) =
?
15,55
INTERPOLATE F(X) AT X =
?
60
INTERPOLATED F(X) = 65
TYPE 1 TO CONTINUE, 0 TO STOP
?
1
KNOWN VALUE OF X (X1,X2) =
?
43,98
KNOWN VALUES OF Y (F(X1), F(X2)) =
?
86,196
INTERPOLATE F(X) AT X =
?
1234
INTERPOLATED F(X) = 2468
TYPE 1 TO CONTINUE, 0 TO STOP
?
0
*END
```


LINEAR INTERPOLATION
START
PROMPT + INPUT
KNOWN VALUES
PROMPT + INPUT
X
CALCULATE
F(x)
OUTPUT
F (x)
PROMPT + INPUT
CONTINUE COMMAND
IS L = 1?
YES
NO
STOP

LINEAR INTERPOLATION

```
10    REM THIS PROGRAM COMPUTES LINEAR INTER-
        POLATION
20    PRINT "KNOWN VALUE OF X (X1,X2) = ";
30    INPUT X1,X2
40    PRINT "KNOWN VALUES OF Y (F(X1),F(X2)) = ";
50    INPUT Y1,Y2
60    PRINT "INTERPOLATE F(X) AT X = ";
70    INPUT X
80    LET G = ((X2 - X)*Y1) + ((X - X1)*Y2)
90    LET F =G/(X2 - X1)
100   PRINT "INTERPOLATED F(X) = ";F
110   PRINT
120   PRINT "TYPE 1 TO CONTINUE, 0 TO STOP"
130   INPUT L
140   IF L = 1 THEN 160
150   STOP
160   PRINT
170   GOTO 20
180   END
```

LOGARITHMS OF ANY BASE

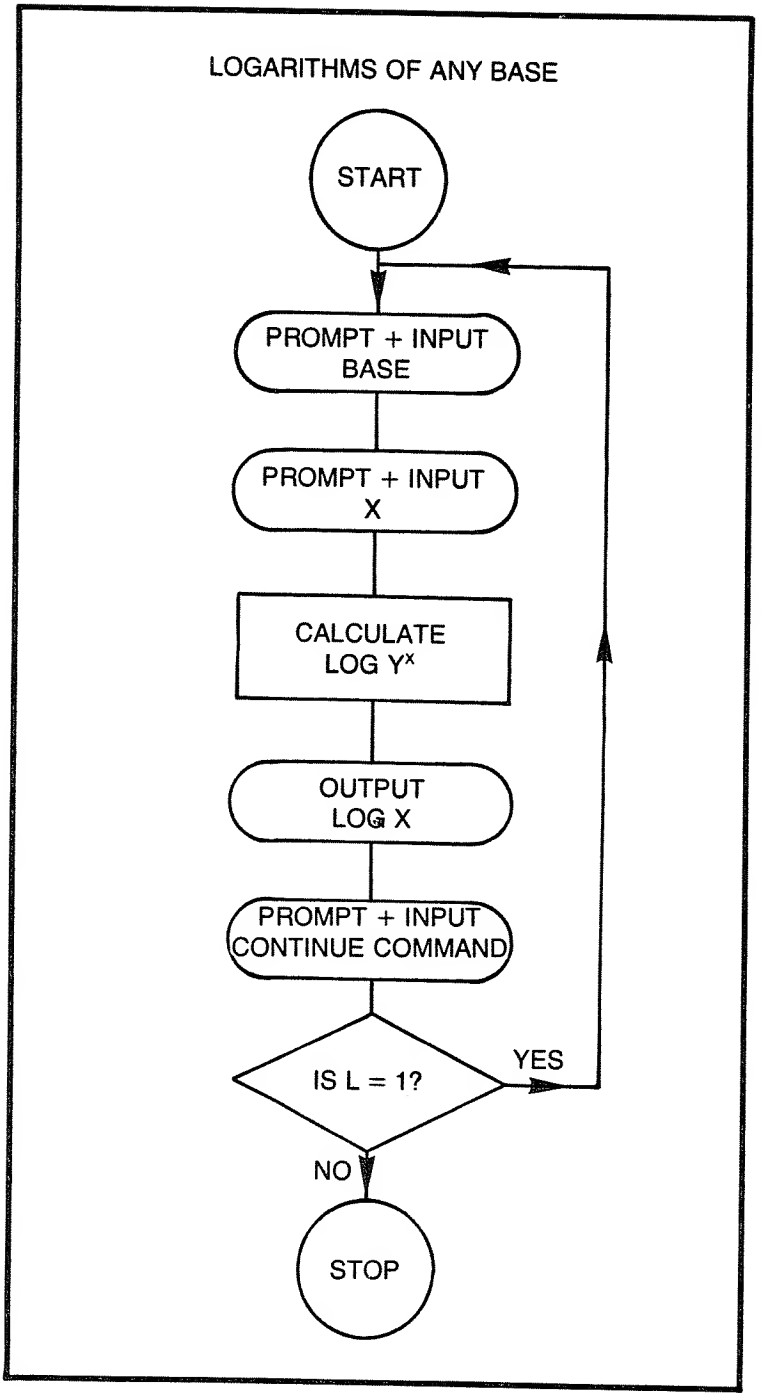
This simple program allows the user to compute the value of a logarithm to any base. The number X and the base Y must both be positive if machine error is not to occur.

FORMULA

$$\log_y x = \frac{\ln x}{\ln y}$$

EXAMPLES

```
BASE =
?
16
X =
?
54
LOG 54 = 1.43872
TYPE 1 TO CONTINUE, 0 TO STOP
?
1
BASE =
?
567
X =
?
23
LOG 23 = .494529
TYPE 1 TO CONTINUE, 0 TO STOP
?
0
*END
```


LOGARITHMS OF ANY BASE
START
PROMPT + INPUT BASE
PROMPT + INPUT X
CALCULATE LOG Y^X
OUTPUT LOG X
PROMPT + INPUT CONTINUE COMMAND
IS L = 1?
YES
NO
STOP

LOGARITHMS OF ANY BASE

```
10    REM THIS PROGRAM WILL COMPUTE THE LOG
20    REM OF ANY POSITIVE NUMBER X, TO ANY POSI-
        TIVE
30    REM BASE Y
40    PRINT "BASE = "
50    INPUT Y
60    PRINT "X = "
70    INPUT X
80    LET J = LOG(X)/LOG(Y)
90    PRINT "LOG";X;" = ";J
100   PRINT "TYPE 1 TO CONTINUE, 0 TO STOP"
110   INPUT L
120   IF L = 1 THEN 140
130   STOP
140   PRINT
150   GOTO 40
160   END
```

MEAN, STANDARD DEVIATION, STANDARD ERROR FOR GROUPED DATA

This program generates the mean, standard deviation and standard error for grouped data until the user enters a 0 for the value of the frequency.

FORMULAE

$$\text{Mean } \bar{x} = \frac{\Sigma f_i x_i}{\Sigma f_i}$$

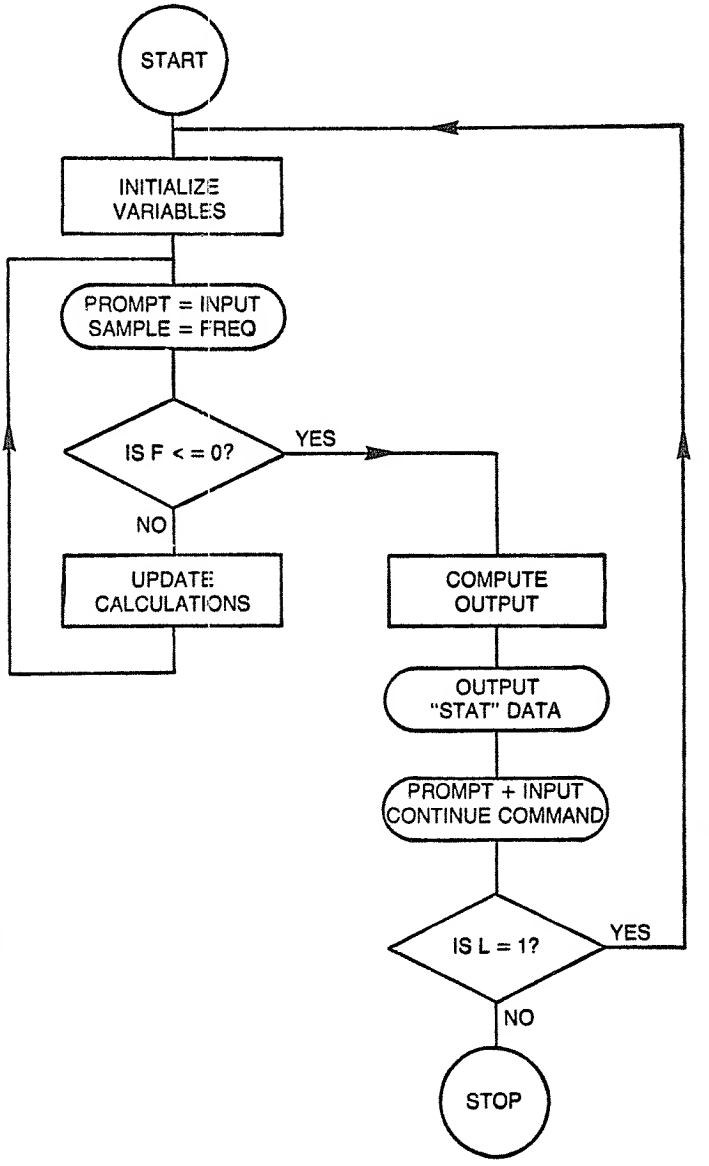
$$\text{Standard error } S\bar{x} = \frac{S}{\sqrt{\Sigma f_i}}$$

$$\text{Standard deviation } S = \frac{\sqrt{\Sigma f_i x_i^2 - (\Sigma f_i)\bar{x}^2}}{\Sigma f_i - 1}$$

EXAMPLE

```
ENTER SAMPLE VALUE AND FREQUENCY
?
5,2
ENTER SAMPLE VALUE AND FREQUENCY
?
10,3
ENTER SAMPLE VALUE AND FREQUENCY
?
6,1
ENTER SAMPLE VALUE AND FREQUENCY
?
0,0
NUMBER OF SAMPLES ENTERED = 3
MEAN = 7.67
STANDARD DEVIATION = 5.77
STANDARD ERROR = 2.36
TYPE 1 TO CONTINUF, 0 TO STOP
?
0
*END
```

MEAN, STANDARD DEVIATION, AND
STANDARD ERROR FOR GROUPED DATA



MEAN, STANDARD DEVIATION, AND STANDARD ERROR FOR GROUPED DATA

```
10    REM THIS PROGRAM COMPUTES THE MEAN,
        STANDARD
20    REM DEVIATION AND STANDARD ERROR FOR
        GROUPED DATA
30    LET A = 0
40    LET B = 0
50    LET C = 0
60    LET D = 0
70    PRINT "ENTER SAMPLE VALUE AND FREQUENCY";
80    INPUT X,F
90    IF F < = 0 THEN 170
100   LET A = A + 1
110   LET B = B + F
120   LET G = X*F
130   LET C = C + G
140   LET E = (X↑2)*F
150   LET D = D + E
160   GOTO 70
170   LET H = C/B
180   LET I = SQR(D - (B*(H↑2)))
190   LET J = I/SQR(B)
200   PRINT
210   PRINT "NUMBER OF SAMPLES ENTERED = ";A
220   PRINT "MEAN = ";H
230   PRINT "STANDARD DEVIATION = ";I
240   PRINT "STANDARD ERROR = ";J
250   PRINT
260   PRINT "TYPE 1 TO CONTINUE, 0 TO STOP"
270   INPUT L
280   IF L = 1 THEN 300
290   STOP
300   PRINT
310   GOTO 30
320   END
```

MOMENTS, SKEWNESS AND KURTOSIS

This program computes the first four moments where the first moment is the mean of the distribution and the second moment is the variance. Skewness is the departure of a frequency distribution from symmetry, and kurtosis is a property of distribution that expresses its relative peakedness.

FORMULAE

$$1^{ST}M = \overline{x} = \frac{1}{n}\sum_{i=1}^{n} x_i$$

$$2^{ND}\,M = M_2 = \frac{1}{n}\sum x_i^2 - \overline{x}^2$$

$$3^{RD}M = M_3 = \frac{1}{n}\sum x_1^3 - \frac{3}{n}\overline{x}\sum x_i^2 + 2x^3$$

$$4^{TH}M = M_4 = \frac{1}{n}\sum x_i^4 - \frac{4}{n}\overline{x}\sum x_i^3 + \frac{6}{n}\overline{x}^2\sum x_i^2 - 3\overline{x}$$

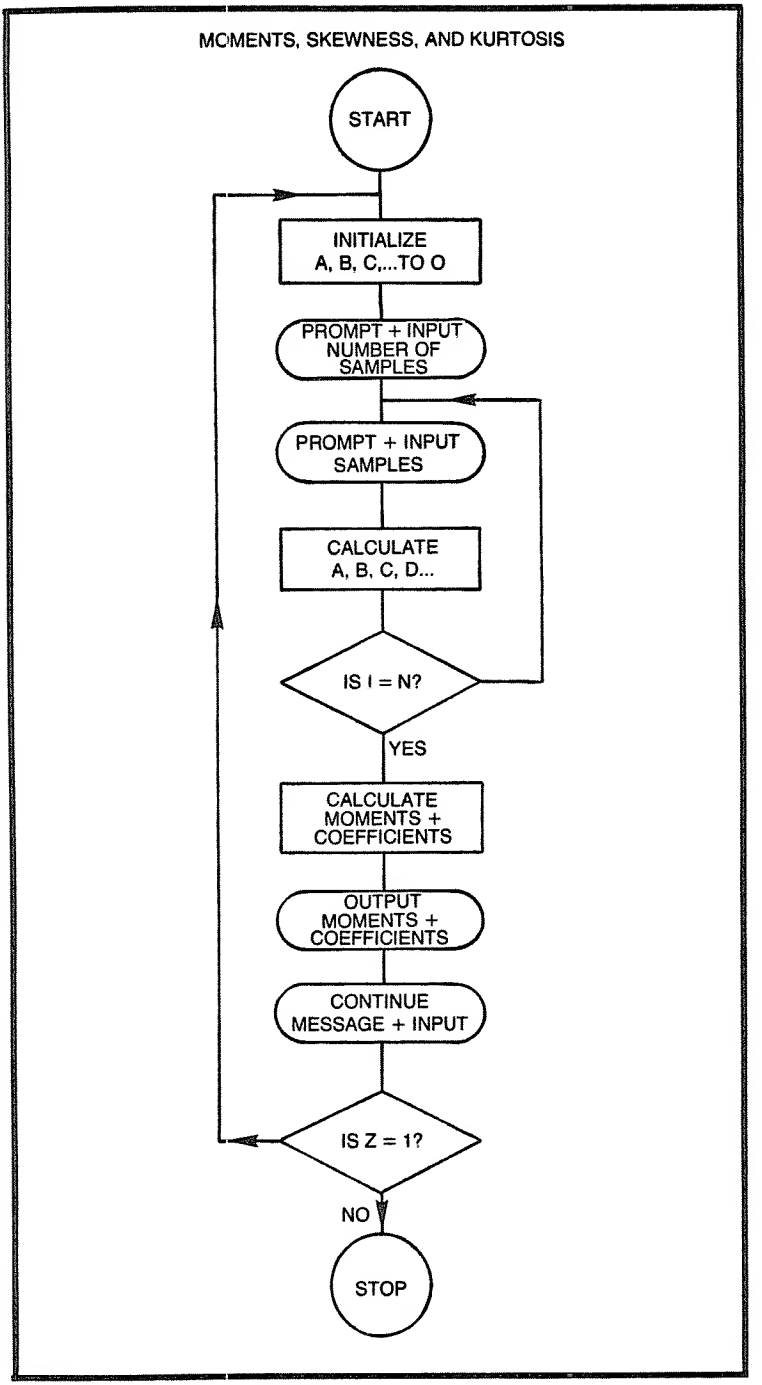
$$SKEWNESS = \gamma_1 = \frac{M_3}{M_2^{3/2}}$$

$$KURTOSIS\ \gamma_2 = \frac{M_4}{M_2^2}$$

EXAMPLE

```
NUMBER OF SAMPLES =
?
5
SAMPLE =
?
12
SAMPLE =
?
3
SAMPLE =
?
4
```

```
SAMPLE =
?
5
SAMPLE =
?
4
1ST MOMENT = 5.6
2ND MOMENT = 10.64
3RD MOMENT = 47.2319
4TH MOMENT = 347.331
MOMENT COEFFICIENTS
SKEWNESS = 1.36089 KURTOSIS = 3.06803
**************************
TYPE 1 TO CONTINUE, 0 TO STOP
?
0
*END
```


MOMENTS, SKEWNESS, AND KURTOSIS
START
INITIALIZE
A, B, C,...TO O
PROMPT + INPUT
NUMBER OF
SAMPLES
PROMPT + INPUT
SAMPLES
CALCULATE
A, B, C, D...
IS I = N?
YES
CALCULATE
MOMENTS +
COEFFICIENTS
OUTPUT
MOMENTS +
COEFFICIENTS
CONTINUE
MESSAGE + INPUT
IS Z = 1?
NO
STOP

MOMENTS, SKEWNESS, AND KURTOSIS

```
10    REM THIS PROGRAM COMPUTES THE VALUES OF
        THE
20    REM FIRST 4 MOMENTS, SKEWNESS AND KUR-
        TOSIS
30    LET A = 0
40    LET B = 0
50    LET C = 0
60    LET D = 0
70    PRINT "NUMBER OF SAMPLES = "
80    INPUT N
90    FOR I = 1 TO N
100   PRINT "SAMPLE = "
110   INPUT X
120   LET A = A + X
130   LET B = B + (X↑2)
140   LET C = C + (X↑3)
150   LET D = D + (X↑4)
160   NEXT I
170   LET J = A/N
180   LET E = (B/N) - (J↑2)
190   LET F = (C/N) - ((3*J*B)/N) + (2*(J↑3))
200   LET G = (D/N) - ((4*J*C)/N)
210   LET H = G + ((6*(J↑2)*B)/N) - (3*(J↑4))
220   LET K = F/(E↑(3/2))
230   LET L = H/(E↑2)
240   PRINT "1ST MOMENT = ";J
250   PRINT "2ND MOMENT = ";E
260   PRINT "3RD MOMENT = ";F
270   PRINT "4TH MOMENT = ";H
280   PRINT "MOMENT COEFFICIENTS"
290   PRINT "SKEWNESS = ";K,"KURTOSIS = ";L
300   PRINT"**********************"
310   PRINT "TYPE 1 TO CONTINUE, 0 TO STOP"
320   INPUT Z
330   IF Z = 1 THEN 350
340   STOP
350   PRINT
360   GOTO 30
370   END
```

NO REPETITIONS PROBABILITY

The user dictates the size of a population to be determined for a "No Repetitions" probability.

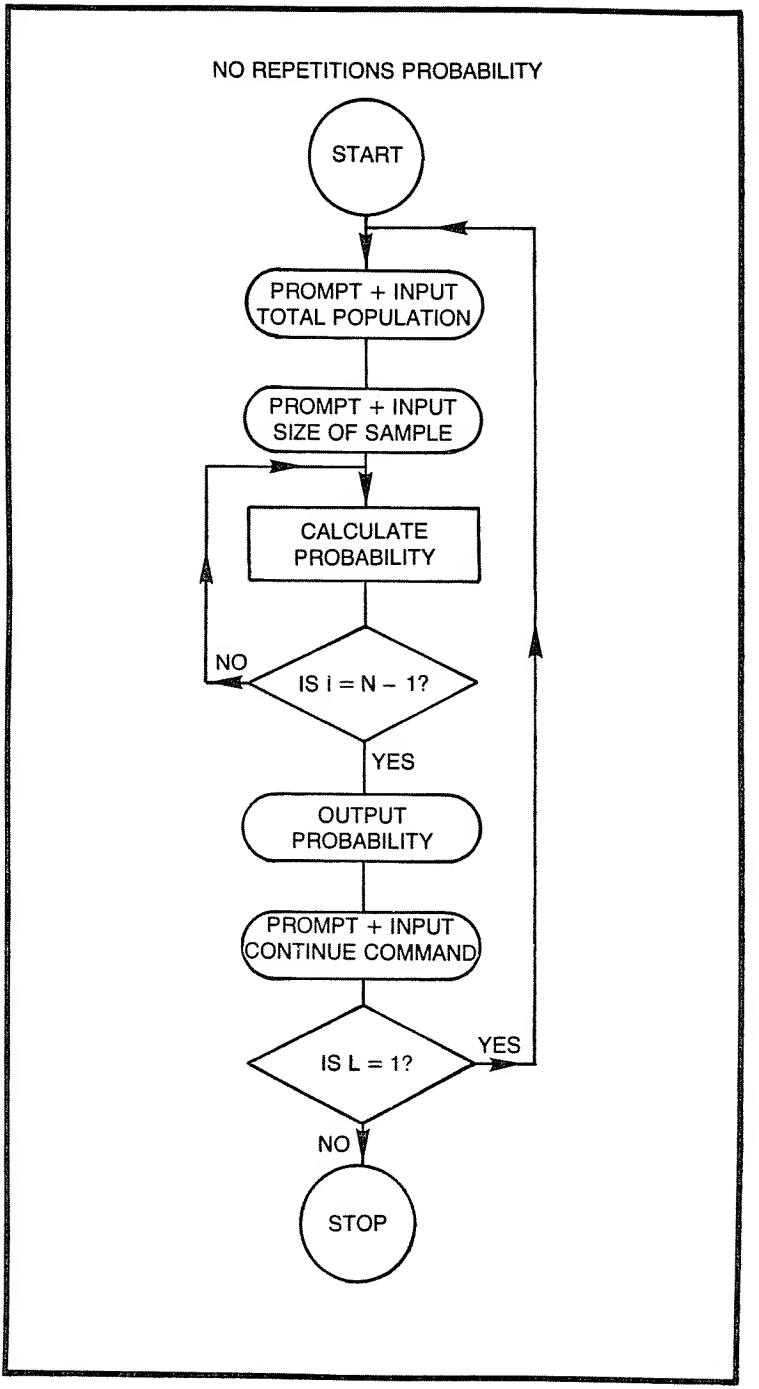
FORMULA

$$P = \left(1 - \frac{1}{M}\right)\left(1 - \frac{2}{M}\right)\cdots\left(1 - \frac{N-1}{M}\right)$$

where $M \geq N \geq 1$

EXAMPLE

```
**************************
TOTAL POPULATION
?
56
SIZE OF SAMPLE
?
2
PROBABILITY  = .982143
TYPE 1 TO CONTINUE, 0 TO STOP
?
1
**************************
TOTAL POPULATION
?
9
SIZE OF SAMPLE
?
4
PROBABILITY  = .460905
TYPE 1 TO CONTINUE, 0 TO STOP
?
0
*END
```


NO REPETITIONS PROBABILITY
START
PROMPT + INPUT TOTAL POPULATION
PROMPT + INPUT SIZE OF SAMPLE
CALCULATE PROBABILITY
NO
IS i = N – 1?
YES
OUTPUT PROBABILITY
PROMPT + INPUT CONTINUE COMMAND
IS L = 1?
YES
NO
STOP

NO-REPETITIONS PROBABILITY

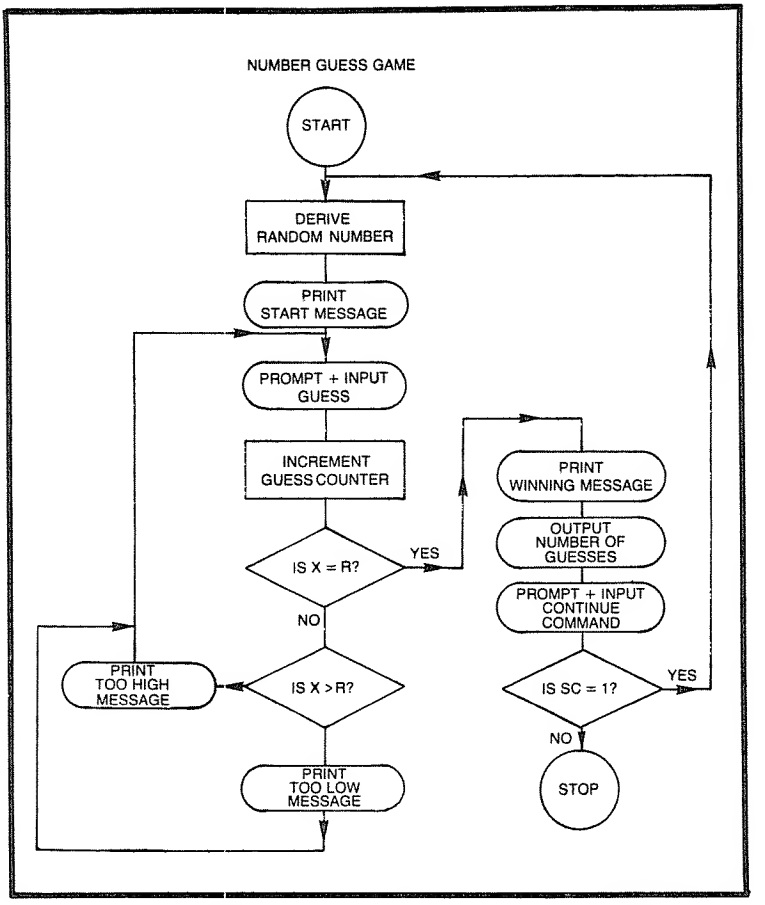
```
 10    REM THIS PROGRAM COMPUTES THE "NO REP-
         ETITIONS"
 20    REM PROBABILITY OF A SAMPLE
 30    PRINT "**************************"
 35    PRINT "TOTAL POPULATION"
 40    INPUT M
 50    PRINT "SIZE OF SAMPLE"
 60    INPUT N
 70    LET J = 1
 80    FOR I = 1 TO N - 1
 90    LET K = 1 - (I/M)
100    LET J = J*K
110    NEXT I
120    PRINT "PROBABILITY = ";J
130    PRINT
140    PRINT "TYPE 1 TO CONTINUE, 0 TO STOP"
150    INPUT L
160    IF L = 1 THEN 30
170    STOP
180    END
```

NUMBER GUESS GAME

The object of this game is to guess in as few tries as possible the number chosen at random by the computer. (Hint: Use a binary search pattern.)

EXAMPLE

```
A RANDOM NUMBER HAS BEEN PICKED
TRY GUESSING IT, HINT THE NUMBER
IS FROM 1 TO 100
GOOD LUCK!!!
YOUR GUESS IS =
?
50
TOO HIGH, TRY AGAIN
YOUR GUESS IS =
?
25
TOO HIGH, TRY AGAIN
YOUR GUESS IS =
?
12
TOO LOW, TRY AGAIN
YOUR GUESS IS =
?
18
TOO LOW, TRY AGAIN
YOUR GUESS IS =
?
20
NOT BAD!!!-YOU GOT IT!!!
YOUR NUMBER OF TRIES WERE 5
IF YOU WANT TO TRY AGAIN TYPE 1
IF NOT TYPE 0
?
0
*END
```



NUMBER GUESS GAME

```
 10    REM THE COMPUTER CHOOSES A NUMBER FROM
 20    REM 1 TO 100 AT RANDOM, THE OBJECT OF
 30    REM THE GAME IS TO GUESS THE CHOSEN
 40    REM NUMBER IN AS FEW GUESSES AS POSSIBLE
 50    LET R = 1 + INT(100*RND)
 60    LET Y = 0
 70    PRINT "A RANDOM NUMBER HAS BEEN PICKED"
 80    PRINT "TRY GUESSING IT, HINT THE NUMBER"
 90    PRINT "IS FROM 1 TO 100"
100    PRINT "GOOD LUCK!!!"
110    PRINT
120    PRINT "YOUR GUESS IS = ";
130    INPUT X
```

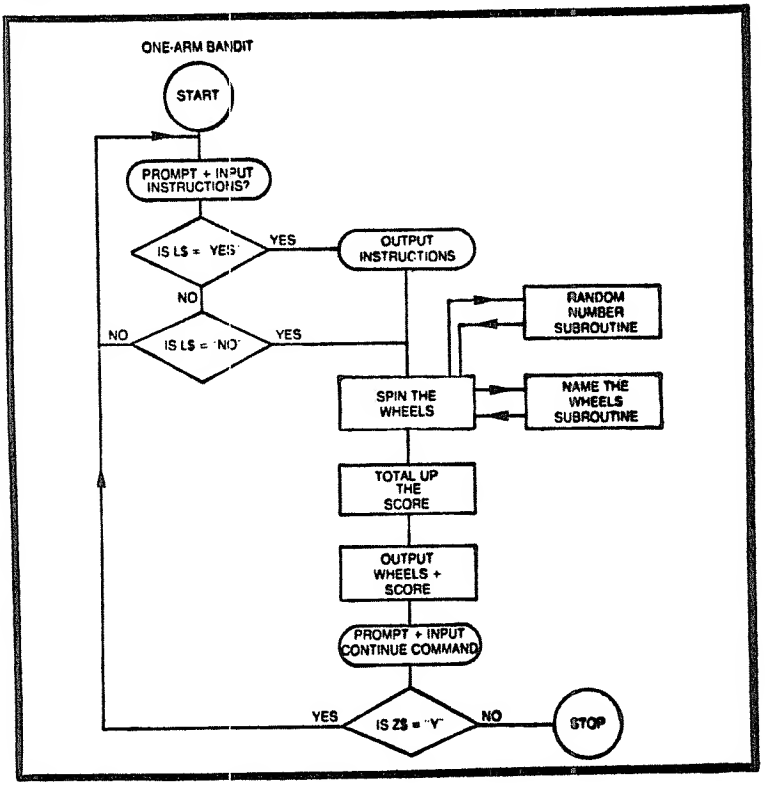
```
140    LET Y = Y + 1
150    IF X = R THEN 180
160    IF X > R THEN 280
170    GOTO 300
180    PRINT "NOT BAD!!!-YOU GOT IT!!!"
190    PRINT "YOUR NUMBER OF TRIES WERE";Y
200    PRINT
210    PRINT "IF YOU WANT TO TRY AGAIN, TYPE 1"
220    PRINT "IF NOT TYPE 0"
230    INPUT L
240    IF L = 1 THEN 260
250    STOP
260    PRINT
270    GOTO 50
280    PRINT "TOO HIGH, TRY AGAIN"
290    GOTO 120
300    PRINT "TOO LOW, TRY AGAIN"
310    GOTO 120
320    END
```

ONE-ARM BANDIT

This computer program simulates the one-arm bandits that use three mechanical wheels. For detailed instructions, type yes to the instruction question in the program.

EXAMPLE

```
RUN
ARE INSTRUCTIONS REQUIRED
TYPE EITHER YES OR NO
?
NO
CHERRY CHERRY CHERRY
YOUR TOTAL EARNINGS ARE NOW $89
TO CONTINUE TYPE Y, IF NOT TYPE N
?
N
ONE-ARM BANDIT SAYS GOOD-BYE
*END
```



ONE-ARM BANDIT

```
10  REM THIS PROGRAM SIMULATES THE MECHANI-
      CAL
20  REM THREE WHEEL ONE-ARM BANDIT
30  PRINT "ARE INSTRUCTIONS REQUIRED"
40  PRINT "TYPE EITHER YES OR NO"
50  INPUT L$
60  IF L$ = "YES" THEN 100
70  IF L$ = "NO" THEN 170
80  PRINT "INVALID COMMAND"
90  GOTO 30
100 PRINT "SCORING IS SIMPLE; 3 ORANGES, LEM-
      ONS OR"
110 PRINT "BANANAS EARN $10. 3 CHERRIES EARN
      $90."
120 PRINT "IF THE FIRST FRUIT IS AN APPLE YOU EARN
      $2"
130 PRINT "IF THE 1ST AND 2ND ARE APPLES YOU
      EARN $3"
140 PRINT "IF THE LAST FRUIT IS A CHERRY AND THE"
150 PRINT "OTHER TWO ARE THE SAME BUT NOT AP-
      PLES YOU"
160 PRINT "EARN $10. EACH TURN COSTS $1. GOOD-
      LUCK"
170 LET J = 0
180 PRINT
190 GOSUB 590
200 LET S1 = S
210 GOSUB 590
220 LET S2 = S
230 GOSUB 590
240 LET S3 = S
250 LET S = S1
260 GOSUB 610
270 LET S1$ = S$
280 LET S = S2
290 GOSUB 610
300 LET S2$ = S$
310 LET S = S3
320 GOSUB 610
330 LET S3$ = S$
340 IF S1$ = "CHERRY" THEN 380
350 IF S1$ = "APPLE" THEN 420
```

```
360    IF S1$ = S2$ THEN 440
370    GOTO 460
380    IF S1$ = S2$ THEN 400
390    GOTO 460
400    IF S2$ = S3$ THEN 480
410    GOTO 460
420    IF S1$ = S2$ THEN 500
430    GOTO 520
440    IS S2$ = S3$ THEN 540
450    IF S3$ = "CHERRY" THEN 540
460    LET J = J -- 1
470    GOTO 550
480    LET J = J + 89
490    GOTO 550
500    LET J = J + 2
510    GOTO 550
520    LET J = J + 1
530    GOTO 550
540    LET J = J + 9
550    PRINT
560    PRINT S1$;" ";S2$;" ";S3$
570    PRINT "YOUR TOTAL EARNINGS ARE NOW $";J
580    GOTO 720
590    LET S = 1 + INT(5*RND)
600    RETURN
610    ON S GOTO 620, 640, 660, 680, 700
620    LET S$ = "CHERRY"
630    GOTO 710
640    LET S$ = "APPLE"
650    GOTO 710
660    LET S$ = "LEMON"
670    GOTO 710
680    LET S$ = "ORANGE"
690    GOTO 710
700    LET S$ = "BANANA"
710    RETURN
720    PRINT
730    PRINT "TO CONTINUE TYPE Y, IF NOT TYPE N"
740    INPUT Z$
750    IF Z$ = "Y" THEN 780
760    PRINT "ONE-ARM BANDIT SAYS GOOD-BYE"
770    STOP
780    PRINT
790    GOTO 190
800    END
```

PERMUTATIONS AND COMBINATIONS

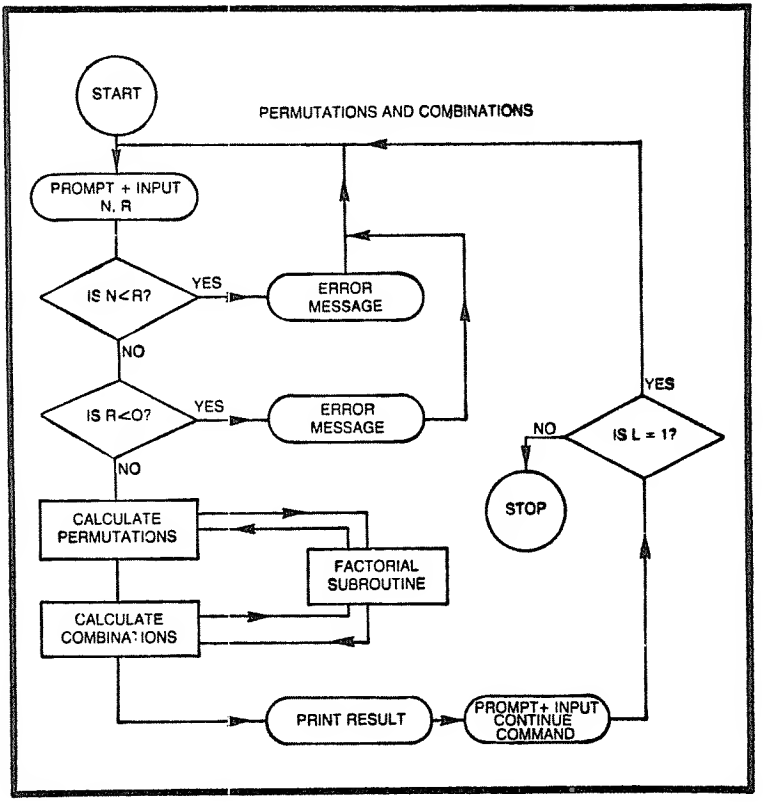
This program computes permutations and combinations, where N is the number of items available and R is the size of the groups under consideration.

FORMULAE

$$P = \frac{N!}{(N - R)!} \qquad C = \frac{N!}{R!(N - R)!}$$

EXAMPLE

```
ENTER N,R
?
12,5
PERMUTATIONS = 95040
COMBINATIONS = 792
TYPE 1 TO CONTINUE, 0 TO STOP
?
1
ENTER N,R
?
23,21
PERMUTATIONS = 1.2926E22
COMBINATIONS = 253
TYPE 1 TO CONTINUE, 0 TO STOP
?
0
*END
```



PERMUTATIONS AND COMBINATIONS

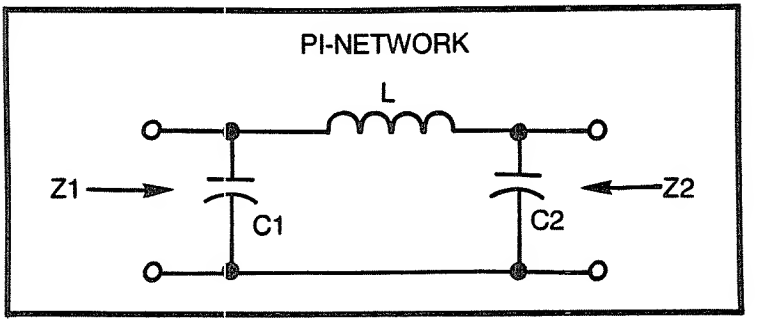
```
 10    REM THIS PROGRAM COMPUTES PERMUTATIONS
 20    REM AND COMBINATIONS, WHERE N = NUMBER
         OF
 30    REM ITEMS AND R = SIZE OF GROUP SELECTED
 40    PRINT "ENTER N,R";
 50    INPUT N,R
 60    IF N < R  THEN 270
 70    IF R < 0  THEN 290
 80    LET T = N
 90    GOSUB 310
100    LET A = T
110    LET T = N - R
120    GOSUB 310
130    LET B = T
140    LET P = A/B
150    LET T = R
```

```
160    GOSUB 310
170    LET C = A/(T*B)
180    PRINT "PERMUTATIONS = ";P
190    PRINT "COMBINATIONS = ";C
200    PRINT
210    PRINT "TYPE 1 TO CONTINUE, 0 TO STOP"
220    INPUT L
230    IF L = 1 THEN 250
240    STOP
250    PRINT
260    GOTO 40
270    PRINT "N < R,INVALID INPUT"
280    GOTO 40
290    PRINT "R < 0,INVALID INPUT"
300    GOTO 40
310    IF T = 0 THEN 390
320    IF T = 1 THEN 390
330    LET J = 1
340    FOR I = 2 TO T
350    LET J = J*I
360    NEXT I
370    LET T = J
380    GOTO 400
390    LET T = 1
400    RETURN
410    END
```

PI-NETWORK IMPEDANCE MATCHING

Often between two resistive impedanced Z_1 and Z_2 a lossless network is desired. The computer expects the following information: $Z_1 - Z_2$, desired system Q and the operating frequency.

FORMULAE



$Z_1 > Z_2$, f = frequency and Q is desired system Q

$$C_1 = \frac{1}{2\pi f X_{C1}} \quad C_2 = \frac{1}{2\pi f X_{C2}} \quad L = \frac{X_L}{2\pi f} \frac{Z_2}{Z_1}(Q^2 + 1) > 1$$

and where

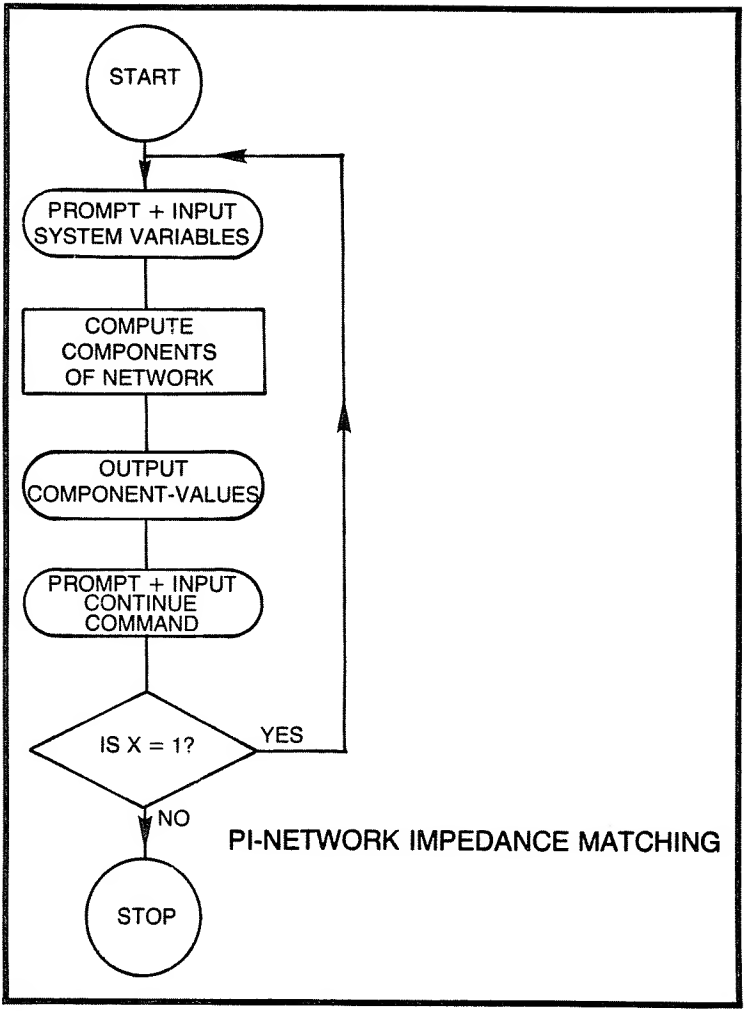
$$X_{C1} = \frac{Z_1}{Q} \quad X_{C2} = \frac{Z_2}{\left(\frac{Z_2}{Z_1}(Q^2 + 1) - 1\right)^{.5}}$$

$$X_L = \frac{QZ_1}{Q^2 + 1}\left(1 + \frac{Z_2}{QX_{C2}}\right)$$

EXAMPLE

```
ENTER 1ST IMPEDANCE
?
345
ENTER 2ND IMPEDANCE
?
300
ENTER DESIRED SYSTEM Q
?
20
```

```
ENTER OPERATING FREQUENCY
?
500
COMPONENTS OF PI-NETWORK
CAPACITOR 1 = 1.84527 E - 5
CAPACITOR 2 = 1.97846 E - 5
INDUCTOR = 1.05836 E - 2
TO CONTINUE TYPE 1, IF NOT 0
?
0
*END
```



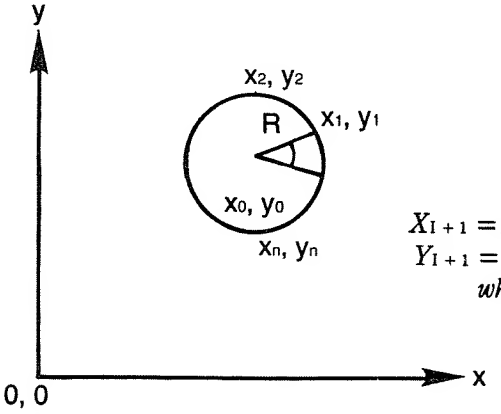
PI-NETWORK IMPEDANCE MATCHING

```
10    REM THIS PROGRAM COMPUTES THE COMPO-
        NENTS
20    REM OF A PI-NETWORK. TO MATCH TWO
30    REM IMPEDANCES
40    PRINT "ENTER 1ST IMPEDANCE"
50    INPUT Z1
60    PRINT "ENTER 2ND IMPEDANCE"
70    INPUT Z2
80    PRINT "ENTER DESIRED SYSTEM Q"
90    INPUT Q
100   PRINT "ENTER OPERATING FREQUENCY"
110   INPUT A
120   LET A = Z1/Q
130   LET C = ((Z2/Z1)*((Q↑2) + 1)) - 1
140   LET B = Z2/SQR(C)
150   LET E = (Z2/(Q*B)) + 1
160   LET D = E*((Q*Z1)/((Q↑2) + 1))
170   LET P = 6.28319
180   LET C1 = 1/(P*F*A)
190   LET C2 = 1/(P*F*B)
200   LET L = D/(P*F)
210   PRINT "COMPONENTS OF PI-NETWORK"
220   PRINT "CAPACITOR 1 = ";C1
230   PRINT "CAPACITOR 2 = ";C2
240   PRINT "INDUCTOR = ";L
250   PRINT
260   PRINT " TO CONTINUE TYPE 1, IF NOT 0"
270   INPUT X
280   IF X = 1 THEN 300
290   STOP
300   PRINT
310   GOTO 40
320   END
```

POINTS ON THE CIRCUMFERENCE

This program computes N equally spaced points on the circumference of a circle. Given radius and center of the circle, this program computes the rectangular coordinates of equally spaced points X_I, Y_I.

FORMULAE

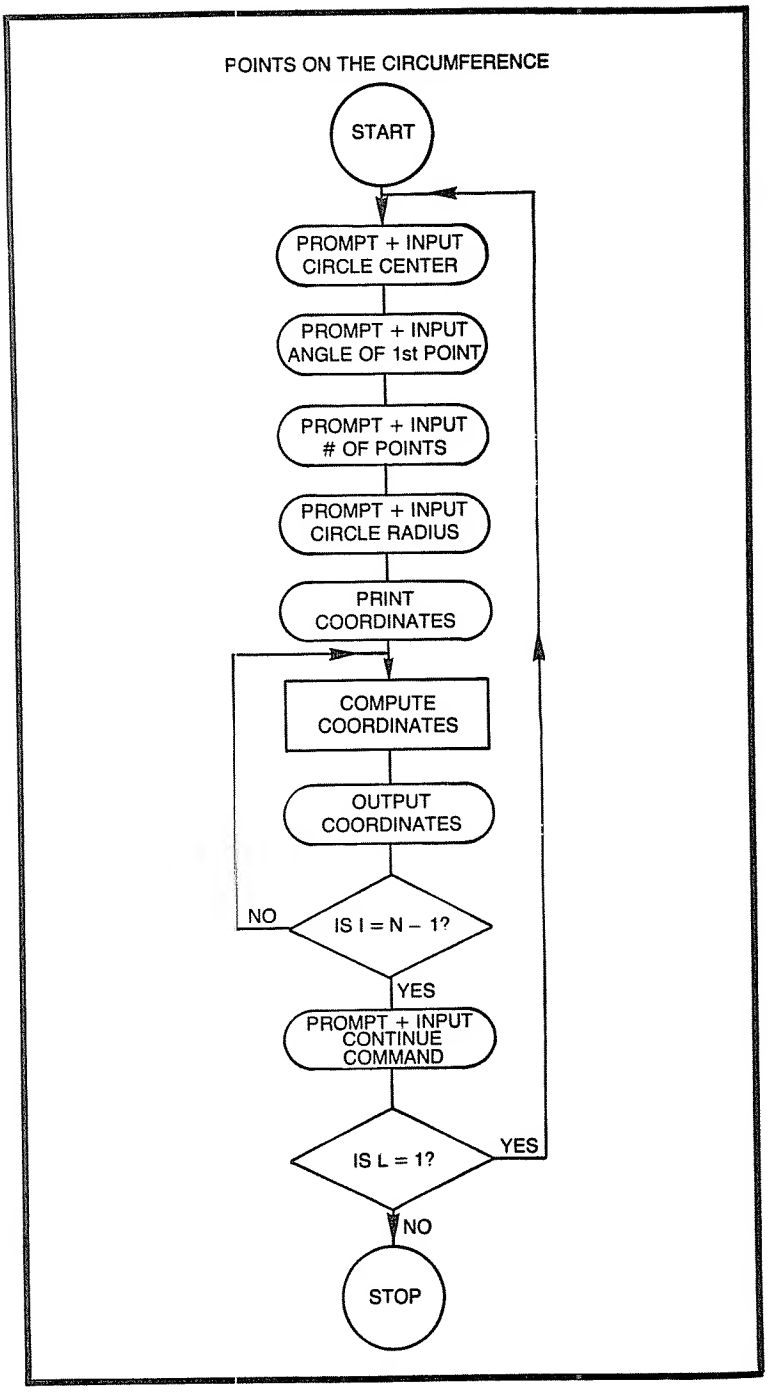


$$X_{I+1} = X_0 + R\ Cos(\Theta + ZI)$$
$$Y_{I+1} = Y_0 + R\ Sin(\Theta + ZI)$$
$$where\ Z = 2\pi\ /N$$

POINTS ON A CIRCUMFERENCE

EXAMPLE

```
CENTER OF CIRCLE(X0,Y0) =
?
2,2
ANGLE IN DEGREES OF FIRST POINT =
?
90
NUMBER OF POINTS DESIRED =
?
2
RADIUS OF CIRCLE =
?
1
COORDINATES
POINT 1 X = 3 Y = 2
POINT 2 X = 2 Y= 1
```


POINTS ON THE CIRCUMFERENCE
START
PROMPT + INPUT CIRCLE CENTER
PROMPT + INPUT ANGLE OF 1st POINT
PROMPT + INPUT # OF POINTS
PROMPT + INPUT CIRCLE RADIUS
PRINT COORDINATES
COMPUTE COORDINATES
OUTPUT COORDINATES
NO
IS I = N – 1?
YES
PROMPT + INPUT CONTINUE COMMAND
IS L = 1?
YES
NO
STOP

POINTS ON THE CIRCUMFERENCE

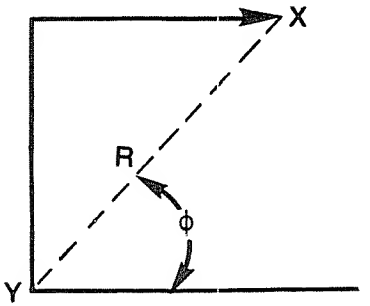
```
10    REM THIS PROGRAM COMPUTES N EQUALLY
        SPACED
20    REM POINTS ON THE CIRCUMFERENCE OF A
        CIRCLE
30    PRINT "CENTER OF CIRCLE (X0,Y0) = ";
40    INPUT X0,Y0
50    PRINT "ANGLE IN DEGREES OF 1ST POINT = ";
60    INPUT W
70    LET W = (W*3.14159)/180
80    PRINT "NUMBER OF POINTS DESIRED = ";
90    INPUT N
100   PRINT "RADIUS OF A CIRCLE = ";
110   INPUT R
120   LET Z = 6.28319/N
130   PRINT
140   PRINT "COORDINATES"
150   FOR I = 0 TO N - 1
160   LET X = X0 + (R*COS(W + Z*I)))
170   LET Y = Y0 + (R*SIN(W + (Z*I)))
180   LET P = I + 1
190   PRINT "POINT;";P,"X = ";X,"Y = ";Y
200   NEXT I
210   PRINT
220   PRINT "TYPE 1 TO CONTINUE, 0 TO STOP"
230   INPUT L
240   IF L = 1 THEN 260
250   STOP
260   PRINT
270   GOTO 30
280   END
```

POLAR TO RECTANGULAR CONVERSION

This program converts given polar coordinates into rectangular coordinates.

FORMULAE

POLAR TO RECTANGULAR

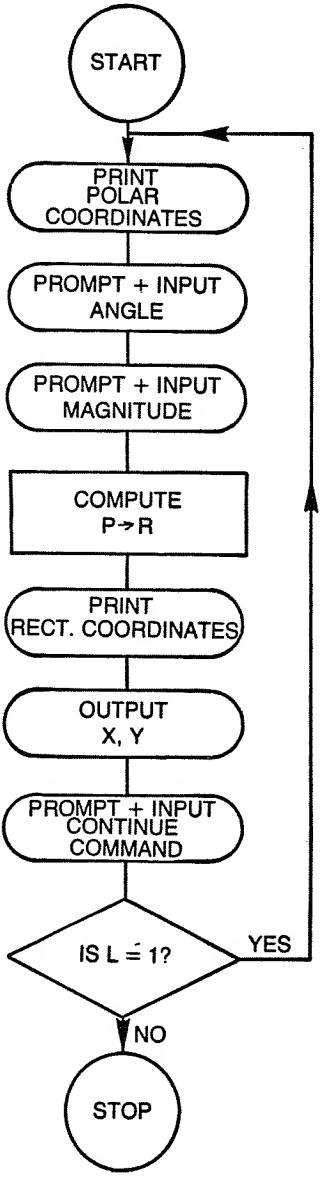


$$X = R\ Cos\ \Theta$$
$$Y = R\ Sin\ \Theta$$

EXAMPLE

```
POLAR COORDINATES
ANGLE W IN DEGREES =
?
45
MAGNITUDE R =
?
5
RECTANGULAR COORDINATES
X = 3.53553 Y = 3.53553
TYPE 1 TO CONTINUE, 0 TO STOP
?
POLAR COORDINATES
ANGLE W IN DEGREES =
?
20
MAGNITUDE R =
?
1
RECTANGULAR COORDINATES
X = .939693 Y = .34202
TYPE 1 TO CONTINUE, 0 STOP
?
0
*END
```

POLAR TO RECTANGULAR CONVERSION



POLAR TO RECTANGULAR CONVERSION

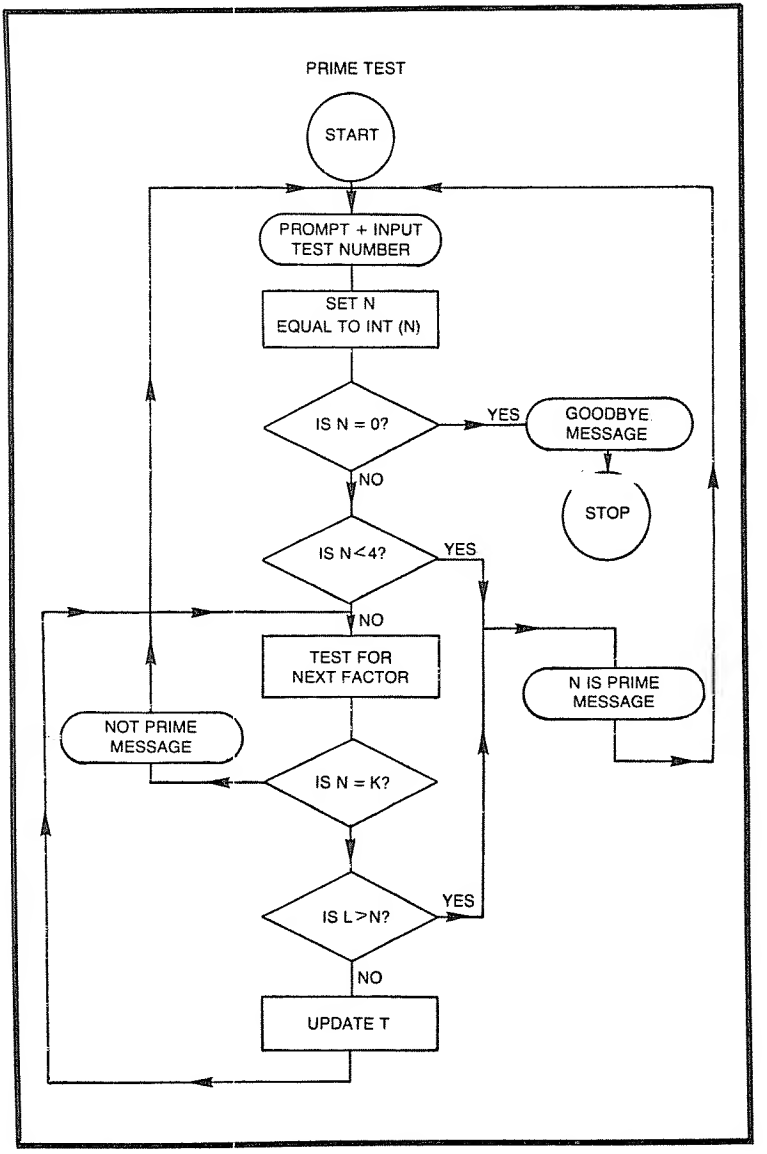
```
10    REM THIS PROGRAM CONVERTS GIVEN POLAR
        COORDINATES
20    REM INTO RECTANGULAR COORDINATES
30    PRINT "POLAR COORDINATES"
40    PRINT "ANGLE W IN DEGREES = ";
50    INPUT W
60    LET W = (W*3.14159)/180
70    PRINT "MAGNITUDE R = ";
80    INPUT R
90    LET X = R*COS(W)
100   LET Y = R*SIN(W)
110   PRINT "RECTANGULAR COORDINATES"
120   PRINT "X = ";X,"Y = ";Y
130   PRINT
140   PRINT "TYPE 1 TO CONTINUE, 0 TO STOP"
150   INPUT L
160   IF L = 1 THEN 180
170   STOP
180   PRINT
190   GOTO 30
200   END
```

PRIME TEST

This program tests a given number to see whether or not it is prime. If so, it is thus indicated and if not, the smallest factor returned. The program will continue to cycle until a zero is entered as a test number.

EXAMPLES

```
ENTER THE TEST NUMBER,ZERO TO STOP
?
45
45 IS NOT A PRIME 3 IS THE SMALLEST FACTOR
ENTER THE TEST NUMBER,ZERO TO STOP
?
120078
120078 IS NOT A PRIME 2 IS THE SMALLEST FACTOR
ENTER THE TEST NUMBER,ZERO TO STOP
?
121
121 IS NOT A PRIME 11 IS THE SMALLEST FACTOR
ENTER THE TEST NUMBER,ZERO TO STOP
?
179
179 IS A PRIME
ENTER THE TEST NUMBER,ZERO TO STOP
?
0
GOOD-BYE FROM THE PRIME TESTER
*END
```



PRIME TESTER

```
10    REM THIS PROGRAM TESTS IF A NUMBER IS PRIME
20    REM IT CONTINUES TO CYCLE UNTIL ZERO IS EN-
        TERED
30    PRINT "ENTER THE TEST NUMBER, ZERO TO
        STOP"
```

```
 40    INPUT N
 50    LET N = INPUT (N)
 60    IF N = 0 THEN 220
 70    IF N < 4 THEN 180
 80    LET I = 0
 90    LET T = 2
100    LET J = INT(N/T)
110    LET K = J*T
120    IF N = K THEN 200
130    LET I = I + 1
140    LET L = T*T
150    IF L > N THEN 180
160    LET T = (I*2) + 1
170    GOTO 100
180    PRINT N; "IS A PRIME"
190    GOTO 30
200    PRINT N; "IS NOT A PRIME";T;"IS THE SMALLEST
         FACTOR"
210    GOTO 30
220    PRINT "GOOD-BYE FROM THE PRIME TESTER"
230    END
```

QUADRATIC EQUATIONS

This program solves for x in a quadratic equation where a, b and c are given. Both real and complex roots are found.

FORMULAE

$$ax^2 + bx + c = \phi$$

$$x_1, x_2 = \frac{-b \pm \sqrt{b^2 - 4ac}}{2a}$$

$$D = (b^2 - 4ac)/4a^2$$

$D \geq \phi$ roots are real $D < \phi$ roots are complex

$$D \geq \phi$$

$$IF \quad -\frac{b}{2a} \geq \phi \qquad X_1 = -\frac{b}{2a} + \sqrt{D}$$

$$IF -\frac{b}{2a} < \phi \qquad X_1 = -\frac{b}{2a} - \sqrt{D}$$

$$X_2 = \frac{C}{X_1 a}$$

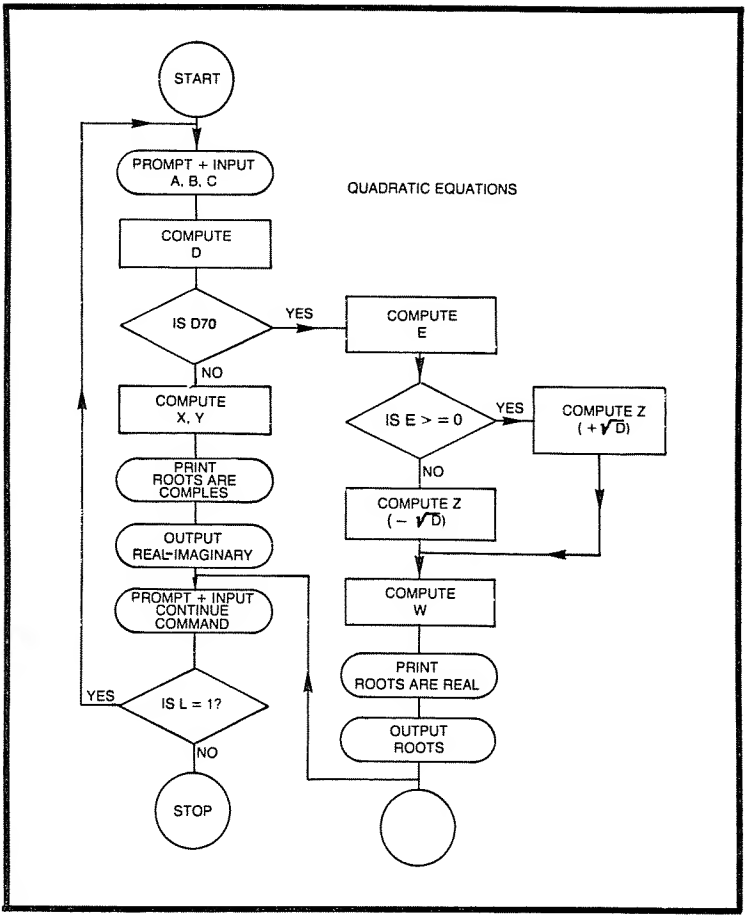
$$D < O$$

$$U + Vi = \frac{-b}{2a} \pm \frac{\sqrt{4ac - b^2}}{2a} i$$

EXAMPLES

```
ENTER VALUES FOR A,B AND C
?
1,1,0
ROOTS ARE REAL
1ST ROOT = - 1
2ND ROOT = 0
********************************
```

```
TYPE 1 TO CONTINUE, 0 TO STOP
?
1
ENTER VALUES FOR A,B AND C
?
10,10,10
ROOTS ARE COMPLEX
REAL PART = - 50
IMAGINARY PART = 86.6025
******************************
TYPE 1 TO CONTINUE, 0 TO STOP
?
0
*END
```



QUADRATIC EQUATION

```
10    REM THIS PROGRAM COMPUTES THE SOLUTION
        TO A
20    REM QUADRATIC EQUATION
30    PRINT "ENTER VALUES FOR A, B AND C"
40    INPUT A,B,C
50    LET D = ((B↑2) - (4*A*C))/(4*A↑2)
60    IF D >= 0 THEN 130
70    LET X = B/(2*A)
80    LET Y = (SQR((4*A*C) - B 2))/(2*A)
90    PRINT "ROOTS ARE COMPLEX"
100   PRINT "REAL PART = ";X
110   PRINT "IMAGINARY PART = ";Y
120   GOTO 220
130   LET E = - B/(2*A)
140   IF E >= 0 THEN 170
150   LET Z = E - SQR(D)
160   GOTO 180
170   LET Z = E + SQR(D)
180   LET W = C/(Z*A)
190   PRINT "ROOTS ARE REAL"
200   PRINT 1ST ROOT = ";Z
210   PRINT "2ND ROOT = ";W
220   PRINT "**************************"
230   PRINT "TYPE 1 TO CONTINUE, 0 TO STOP"
240   INPUT L
250   IF L = 1 THEN 270
260   STOP
270   PRINT
280   GOTO 30
290   END
```

RECTANGULAR TO POLAR CONVERSION

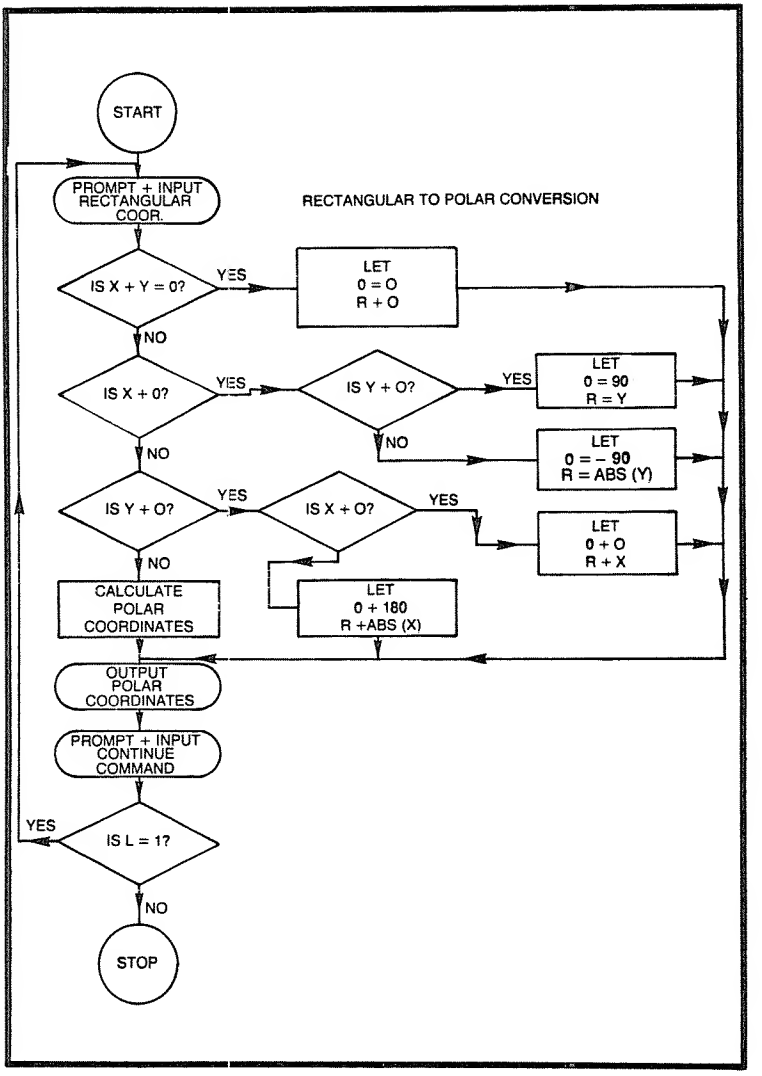
This program computes rectangular coordinates that are supplied by the user into polar coordinates.

FORMULAE

$$\phi = TAN^{-1}\frac{Y}{X} \qquad R = \sqrt{X^2 + Y^2}$$

EXAMPLES

```
X =
?
10
Y =
?
10
POLAR COORDINATES
ANGLE IN DEGREES = 45.0000
MAGNITUDE = 14.1421
**************************
TYPE 1 TO CONTINUE, 0 TO STOP
?
1
X =
?
34
Y =
?
32
POLAR COORDINATES
ANGLE IN DEGREES = 43.2643
MAGNITUDE = 46.6904
**************************
TYPE 1 TO CONTINUE, 0 TO STOP
?
0
*END
```



RECTANGULAR TO POLAR CONVERSION

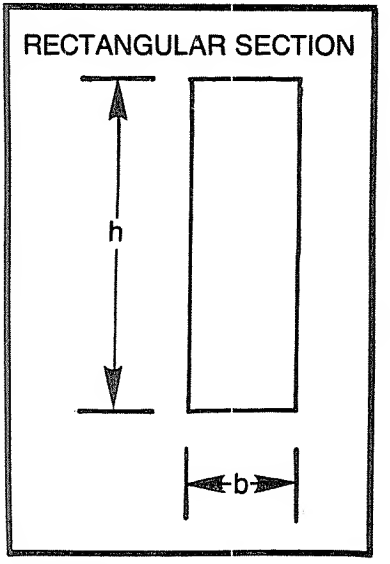
```
10    REM THIS PROGRAM CONVERTS GIVEN RECTAN-
        GULAR
20    REM COORDINATES INTO POLAR COORDINATES
30    PRINT "RECTANGULAR COORDINATES"
40    PRINT "X = "
50    INPUT X
60    PRINT "Y="
```

```
 70    INPUT Y
 80    IF X + Y = 0 THEN 150
 90    IF X = 0 THEN 180
100    IF Y = 0 THEN 250
110    LET W = ATN(Y/X)
120    LET W = (W*180)/3.14159
130    LET R = SQR(X↑2 + Y↑2)
140    GOTO 310
150    LET W = 0
160    LET R = 0
170    GOTO 310
180    IF Y> 0 THEN 220
190    LET W = – 90
200    LET R = ABS(Y)
210    GOTO 310
220    LET W = 90
230    LET R = Y
240    GOTO 310
250    X > 0 THEN 290
260    LET W = 180
270    LET R = ABS (X)
280    GOTO 310
290    LET W = 0
300    LET R = X
310    PRINT "POLAR COORDINATES"
320    PRINT "ANGLE IN DEGREES = "; W
330    PRINT "MAGNITUDE = "; R
340    PRINT "************************"
350    PRINT "TYPE 1 TO CONTINUE, 0 TO STOP"
360    INPUT L
370    IF L = 1 THEN 390
380    STOP
390    PRINT
400    GOTO 40
410    END
```

RECTANGULAR SECTIONS

This program computes various parameters: moment of inertia, polar moment of inertia, and area of section connected with a rectangular section.

FORMULAE



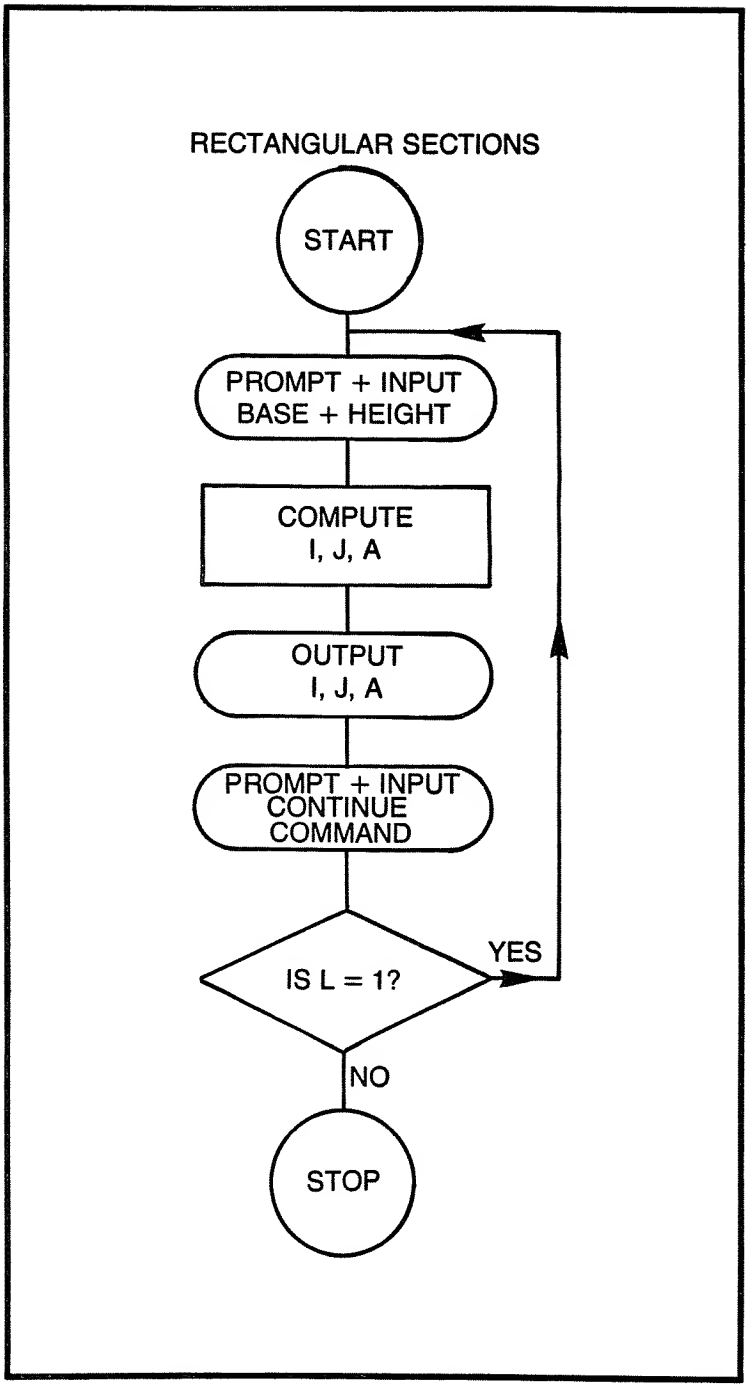
$$I = \frac{bh^3}{12} \qquad I \text{ and } J \text{ is } in(in^4) \quad A \text{ is } in\ (in^2)$$

$$J = \frac{bh(b^2 + h^2)}{12}$$

$$A = bH$$

EXAMPLE

```
BASE =
?
3
HEIGHT =
?
5
MOMENT OF INERTIA = 31.25
POLAR MOMENT OF INERTIA = 42.50
AREA OF SECTION = 15
TYPE 1 TO CONTINUE, 0 TO STOP
?
0
*END
```


RECTANGULAR SECTIONS
START
PROMPT + INPUT
BASE + HEIGHT
COMPUTE
I, J, A
OUTPUT
I, J, A
PROMPT + INPUT
CONTINUE
COMMAND
IS L = 1?
YES
NO
STOP

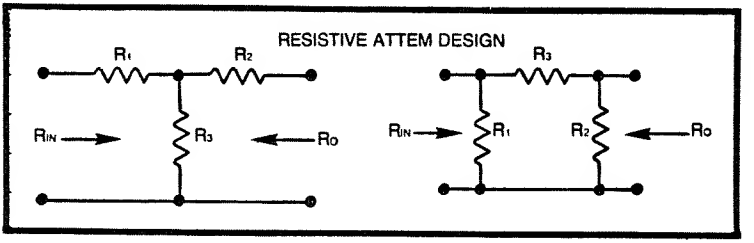
RECTANGULAR SECTIONS

```
10    REM THIS PROGRAM COMPUTES THE VARIOUS
        PARAMETERS
20    REM CONNECTED WITH A RECTANGULAR SEC-
        TION
30    PRINT "BASE = ";
40    INPUT B
50    PRINT "HEIGHT = "
60    INPUT H
70    LET I = (B*(H↑3))/12
80    LET J = (B*H*(B↑2 + H↑2))/12
90    LET A = B*H
100   PRINT "MOMENT OF INERTIA = ";I
110   PRINT "POLAR MOMENT OF INERTIA = ";J
120   PRINT "AREA OF SECTION = ";A
130   PRINT
140   PRINT "TYPE 1 TO CONTINUE, 0 TO STOP"
150   INPUT L
160   IF L = 1 THEN 180
170   STOP
180   PRINT
190   GOTO 30
200   END
```

RESISTIVE ATTENUATOR DESIGN

This program computes the required three resistors to form either a Pi- or T-type resistive attenuator. This type of attenuator allows the user to choose a loss other than that of minimum.

FORMULAE



$$R_{IN} > R_O, \text{ and } N = \text{desired loss} \geq \text{minimum loss}$$

$$\text{minimum loss} = 10 \log \left(\sqrt{\frac{R_{IN}}{R_O}} + \sqrt{\frac{R_{IN}}{R_O} - 1} \right)^2$$

T-type

$$R_3 = \frac{2\sqrt{N R_{IN} R_O}}{N - 1}$$

$$R_1 = R_{IN}\left(\frac{N+1}{N-1}\right) - R_3$$

$$R_2 = R_O\left(\frac{N+1}{N-1}\right) - R_3$$

π-type

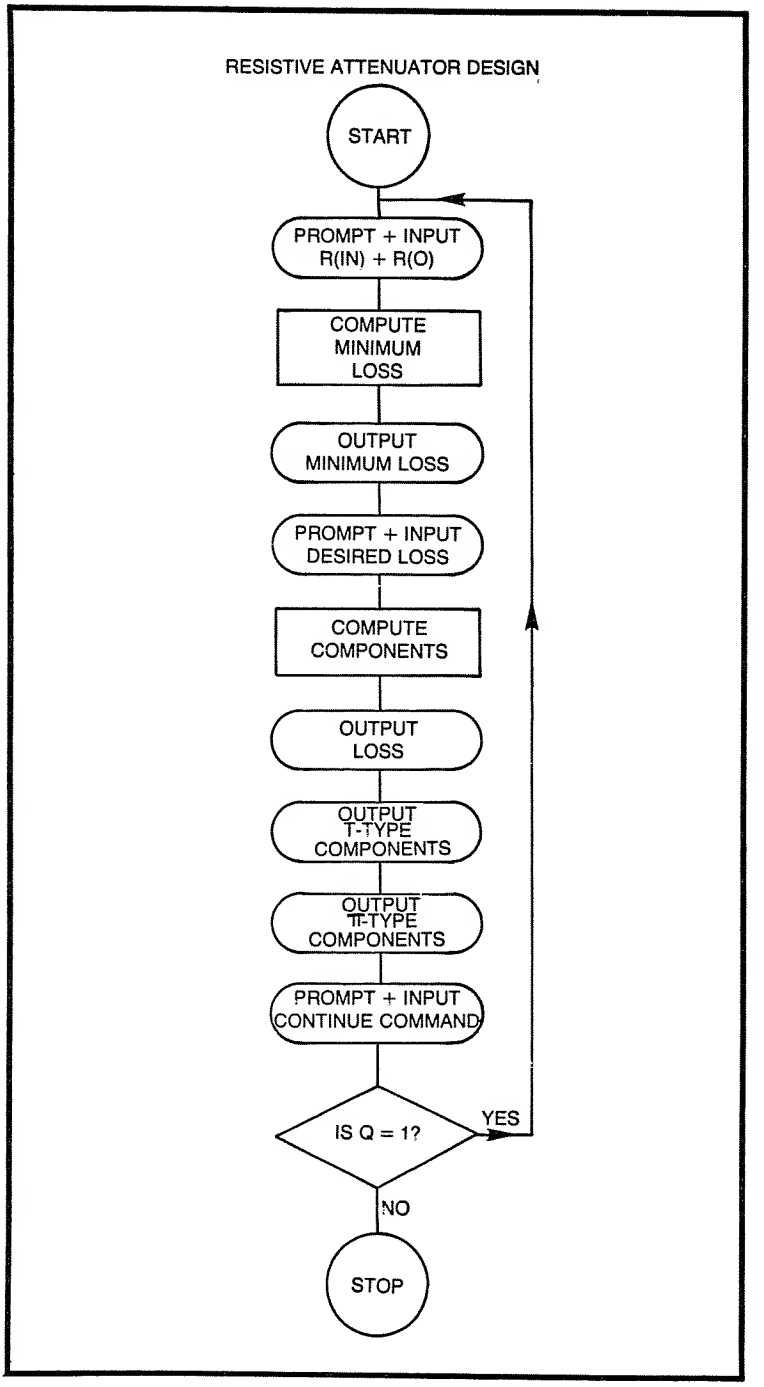
$$R_3 = \frac{1}{2}(N-1)\left(\frac{R_{IN}R_O}{N}\right)^{1/2}$$

$$R_1 = \frac{1}{\frac{1}{R_{IN}}\left(\frac{N+1}{N-1}\right) - \frac{1}{R_3}}$$

$$R_2 = \frac{1}{\frac{1}{R_O}\left(\frac{N+1}{N-1}\right) - \frac{1}{R_3}}$$

EXAMPLE

```
INPUT RESISTANCE R(IN) =
?
500
OUTPUT RESISTANCE R(0) =
?
100
MINIMUM SYSTEM LOSS IN DECIBELS = 12.54
ENTER DESIRED LOSS IN DECIBELS
?
20
R(IN) = 500 R(0) = 100
DESIRED LOSS = 20
T ATTENUATOR
RESISTOR 1 = 464.9
RESISTOR 2 = 56.85
RESISTOR 3 = 45.17
PI ATTENUATOR
RESISTOR 1 = 879.6
RESISTOR 2 = 107.5
RESISTOR 3 = 1107
TYPE 1 TO CONTINUE, 0 TO STOP
?
0
*END
```


RESISTIVE ATTENUATOR DESIGN
START
PROMPT + INPUT R(IN) + R(O)
COMPUTE MINIMUM LOSS
OUTPUT MINIMUM LOSS
PROMPT + INPUT DESIRED LOSS
COMPUTE COMPONENTS
OUTPUT LOSS
OUTPUT T-TYPE COMPONENTS
OUTPUT π-TYPE COMPONENTS
PROMPT + INPUT CONTINUE COMMAND
IS Q = 1?
YES
NO
STOP

RESISTIVE ATTENUATOR DESIGN

```
10    REM THIS PROGRAM COMPUTES THE COMPO-
        NENTS
20    REM REQUIRED FOR A PI OR T TYPE
30    REM RESISTIVE ATTENUATOR
40    PRINT "INPUT RESISTANCE R(IN) = ";
50    INPUT X
60    PRINT "OUTPUT RESISTANCE R(0) = ";
70    INPUT Y
80    LET Z = X/Y
90    LET Q = (SQR(Z) + SQR(Z - 1))↑2
100   LET M = 10*(LOG(Q)/LOG(10))
110   PRINT "MINIMUM SYSTEM LOSS IN DECIBELS
        = ";M
120   PRINT "ENTER DESIRED LOSS IN DECIBELS";
130   INPUT L
140   LET N = 10 (L/10)
150   LET W = N - 1
160   LET U = N + 1
170   LET A = 2*(SQR(X*Y*N))
180   LET B = (X*(U/W)) - A
190   LET C = (Y*(U/W)) - A
200   LET D = (W*SQR((X*Y)/N))/2
210   LET E = 1/((U/W)/X) - (1/D)
220   LET F = 1/((U/W)/Y) - (1/D)
230   PRINT "R(IN) = ";X,"R(0) = ";Y
240   PRINT "DESIRED LOSS = ";L
250   PRINT
260   PRINT "T ATTENUATOR"
270   PRINT "RESISTOR 1 = ";B
280   PRINT "RESISTOR 2 = ";C
290   PRINT "RESISTOR 3 = ";A
300   PRINT
310   PRINT "PI ATTENUATOR"
320   PRINT "RESISTOR 1 = ";E
330   PRINT "RESISTOR 2 = ";F
340   PRINT "RESISTOR 3 = ";D
350   PRINT
360   PRINT "TYPE 1 TO CONTINUE, 0 TO STOP"
370   INPUT Q
380   IF Q = 1 THEN 400
390   STOP
400   PRINT
410   GOTO 40
420   END
```

SIMULTANEOUS EQUATIONS IN TWO UNKNOWNS

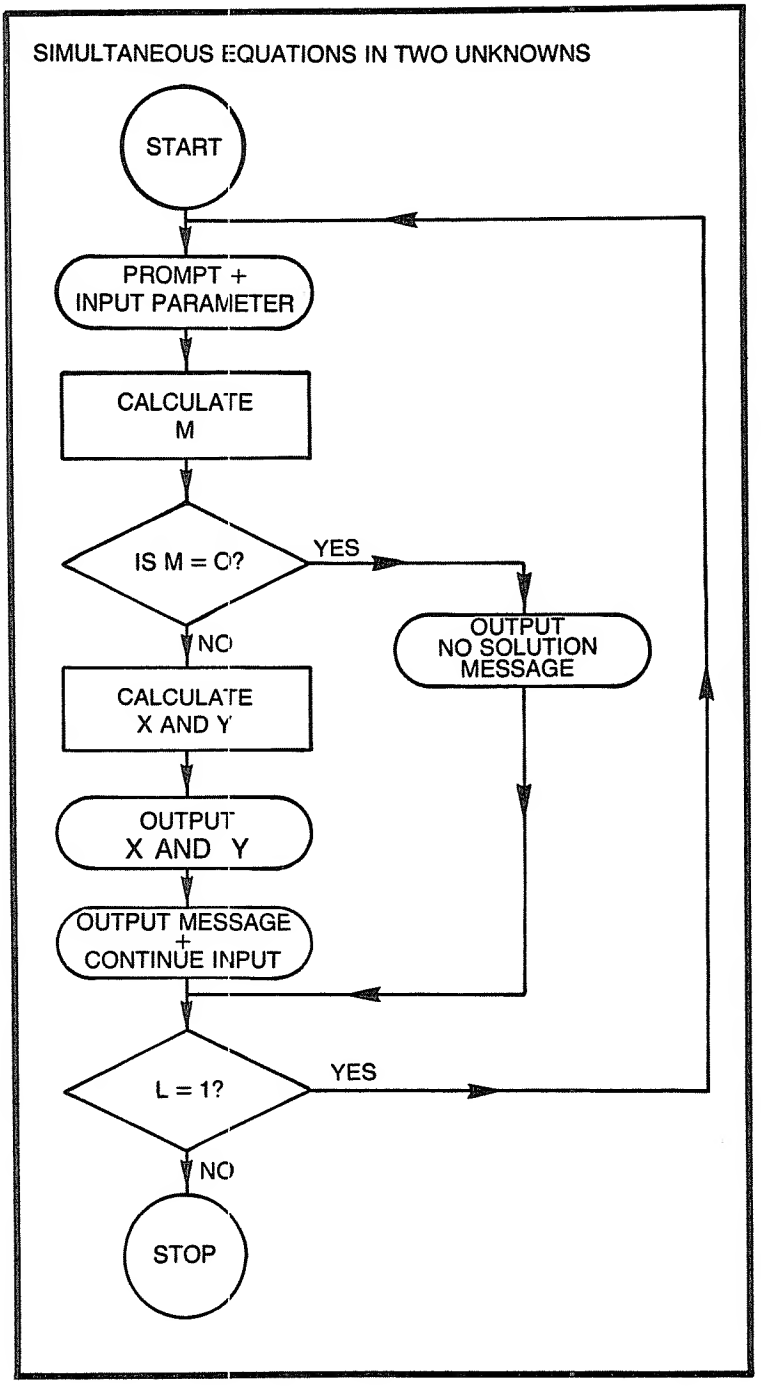
The user supplies the components of two AX + BY = C type equations, also giving the computer the opportunity to state if the solution is impossible.

FORMULAE

$$X = \frac{ED - BF}{AD - BC} = \frac{\begin{vmatrix} E & B \\ F & D \end{vmatrix}}{\begin{vmatrix} A & B \\ C & D \end{vmatrix}} \qquad Y = \frac{AF - EC}{AD - BC} = \frac{\begin{vmatrix} A & E \\ C & F \end{vmatrix}}{\begin{vmatrix} A & B \\ C & D \end{vmatrix}}$$

EXAMPLE

```
AX + BY = E
CX + DY = F
ENTER PARAMETERS, A,B,C,D,E,F
?
10,20,45,23,56,78
SOLUTION X = 9.6 Y = - 2.55
************************
TYPE 1 TO CONTINUE, 0 TO STOP
?
1
AX + BY = E
CX + DY = F
ENTER PARAMETERS A,B,C,D,E,F
10,10,789,2,2,6
NO SOLUTION, OR NO UNIQUE SOLUTION EXISTS
************************
TYPE 1 TO CONTINUE, 0 TO STOP
?
0
*END
```


SIMULTANEOUS EQUATIONS IN TWO UNKNOWNS
START
PROMPT + INPUT PARAMETER
CALCULATE M
IS M = 0?
YES
NO
OUTPUT NO SOLUTION MESSAGE
CALCULATE X AND Y
OUTPUT X AND Y
OUTPUT MESSAGE + CONTINUE INPUT
L = 1?
YES
NO
STOP

SIMULTANEOUS EQUATIONS IN TWO UNKNOWNS

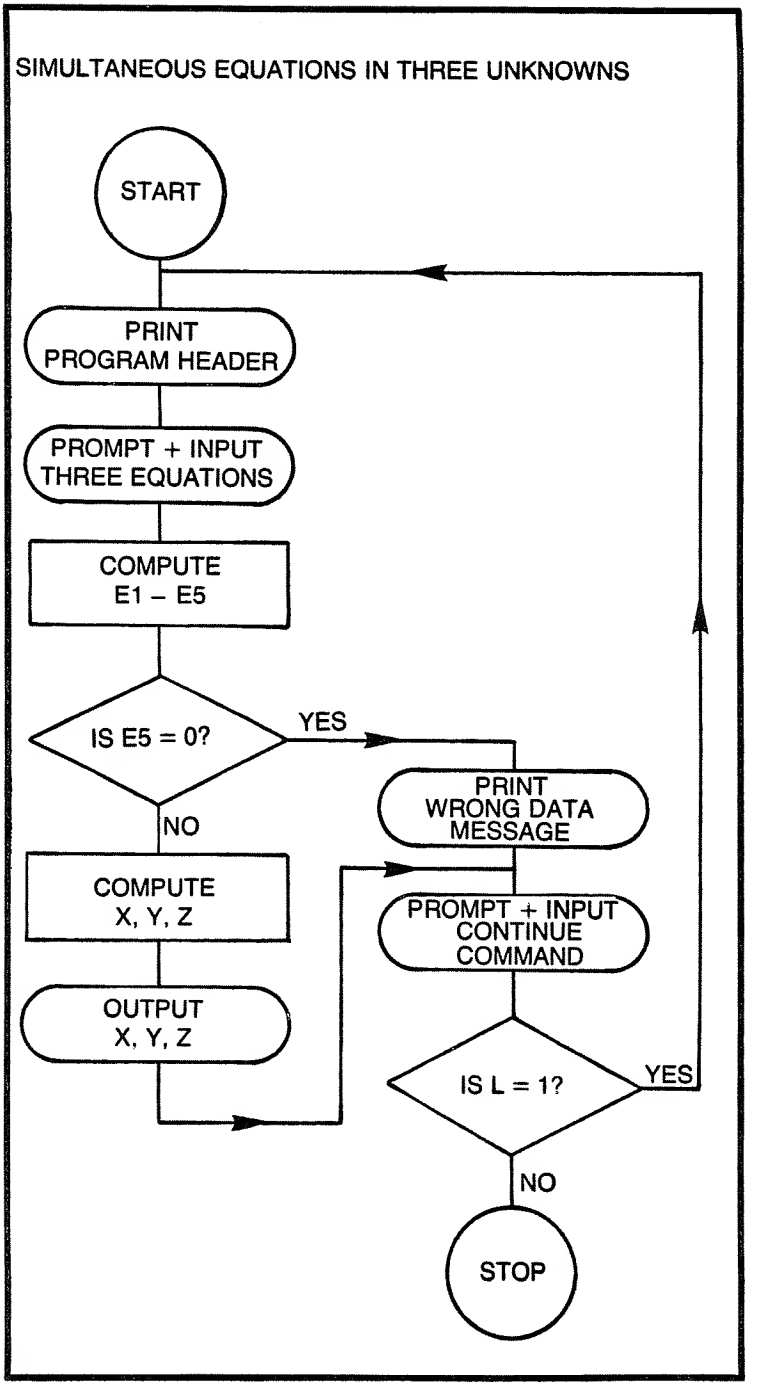
```
10    REM THIS PROGRAM COMPUTES SIMULTANEOUS
        EQUATIONS
20    REM IN TWO UNKNOWNS
30    PRINT "AX + BY = E"
40    PRINT "CX + DY = F"
50    PRINT "ENTER PARAMETERS A,B,C,D,E,F"
60    INPUT A,B,C,D,E,F
70    LET M = (A*D) - (B*C)
80    IF M = 0 THEN 140
90    LET X = ((E*D) - (B*F))/M
100   LET Y = ((A*F) - (E*C))/M
110   PRINT "SOLUTION","X = ";X,"Y = ";Y
120   PRINT "**********************"
130   GOTO 160
140   PRINT "NO SOLUTION, OR NO UNIQUE SOLUTION
      EXISTS"
150   PRINT "**********************"
160   PRINT "TYPE 1 TO CONTINUE, 0 TO STOP"
170   INPUT L
180   IF L = 1 THEN 200
190   STOP
200   PRINT
210   GOTO 30
220   END
```

SIMULTANEOUS EQUATIONS IN THREE UNKNOWNS

The computer solves a system of three equations in three unknowns with the parameters supplied by the user.

EXAMPLE

```
SOLVE FOR 3 EQUATIONS IN 3 UNKNOWNS
OF THE TYPE AX + BY + CZ =D
ENTER FIRST EQUATION(A,B,C,D)
?
1,4,6,3
ENTER SECOND EQUATION(A,B,C,D)
?
- 3,8,0, - 2
ENTER THIRD EQUATION(A,B,C,D)
?
4, - 5,2,6
SOLUTION
X = 2.65516 Y = .741935 Z = - .435483
TYPE 1 TO CONTINUE, 0 TO STOP
?
0
*END
```


SIMULTANEOUS EQUATIONS IN THREE UNKNOWNS
START
PRINT PROGRAM HEADER
PROMPT + INPUT THREE EQUATIONS
COMPUTE E1 – E5
IS E5 = 0?
YES
NO
PRINT WRONG DATA MESSAGE
COMPUTE X, Y, Z
PROMPT + INPUT CONTINUE COMMAND
OUTPUT X, Y, Z
IS L = 1?
YES
NO
STOP

SIMULTANEOUS EQUATIONS IN THREE UNKNOWNS

```
 10   REM THIS PROGRAM COMPUTES THE SOLUTION
        TO
 20   REM A SYSTEM OF 3 EQUATIONS IN 3 UNKNOWNS
 30   PRINT "SOLVE FOR 3 EQUATIONS IN 3 UNKNOWNS"
 40   PRINT "OF THE TYPE AX + BY + CZ = D"
 50   PRINT "ENTER 1ST EQUATION (A,B,C,D)"
 60   INPUT A1,B1,C1,D1
 70   PRINT "ENTER 2ND EQUATION (A,B,C,D)"
 80   INPUT A2,B2,C2,D2
 90   PRINT "ENTER 3RD EQUATION (A,B,C,D)
100   INPUT A3,B3,C3,D3
110   LET E1 = ((B1*A2)/A1) - B2
120   LET E2 = ((C1*A2)/A1) - C2
130   LET E3 = ((B1*A3)/A1) - B3
140   LET E4 = ((C1*A3)/A1) - C3
150   LET E5 = ((E1*E4) - (E2*E3))
160   IF E5 = 0 THEN 250
170   LET E6 = ((D1*A2)/A1) - D2
180   LET E7 = ((D1*A3)/A1) - D3
190   LET Y = ((E6*E4) - (E2*E7))/E5
200   LET Z = ((E1*E7) - (E6*E3))/E5
210   LET X = (D1/A1) - ((B1/A1*Y) - ((C1/A1)*Z)
220   PRINT "SOLUTION"
230   PRINT "X = ";X,"Y = ";Y,"Z = ";Z
240   GOTO 260
250   PRINT "INSUFFICIENT OR ERRONEOUS DATA EN-
        TERED"
260   PRINT
270   PRINT "TYPE 1 TO CONTINUE, 0 TO STOP"
280   INPUT L
290   IF L = 1 THEN 310
300   STOP
310   PRINT
320   GOTO 30
330   END
```

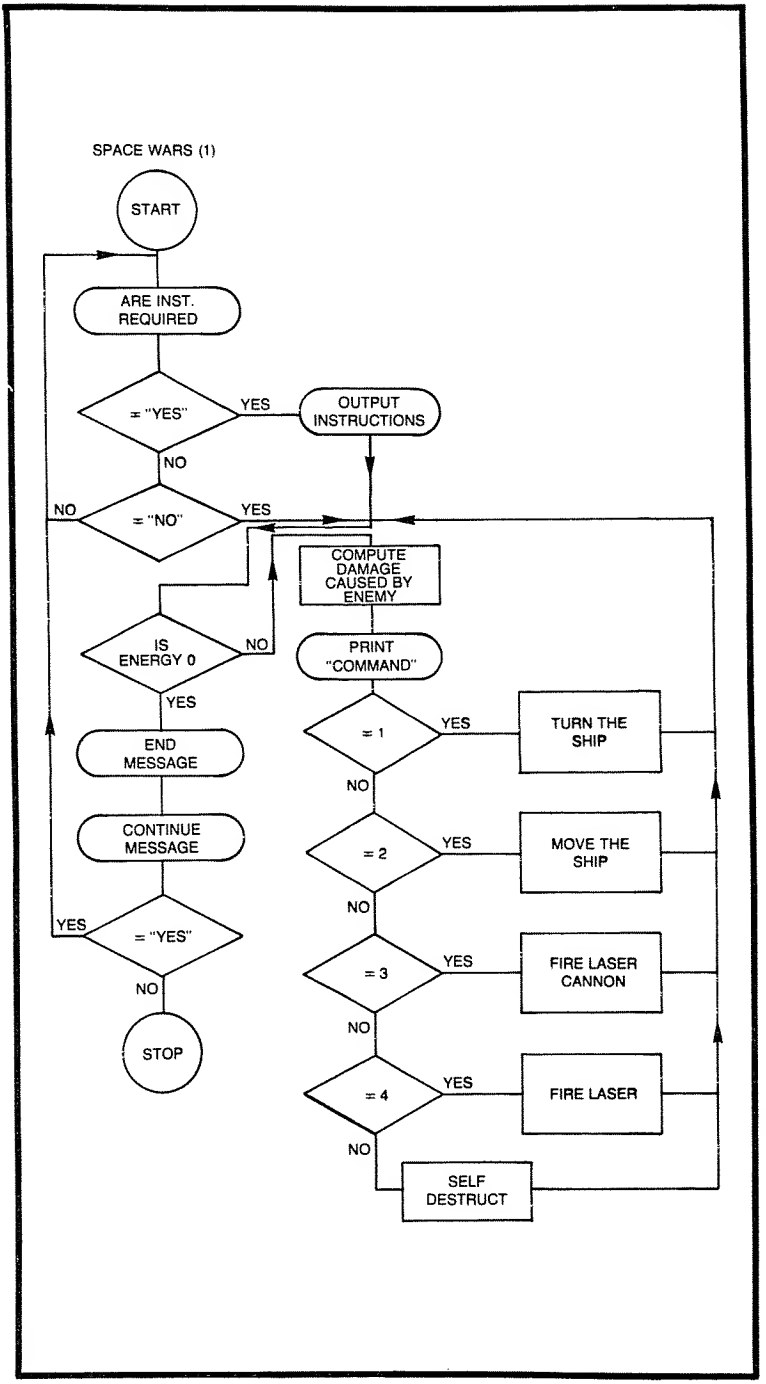
SPACE WARS (1)

The game of Space Wars, as simulated by this program, is a battle between two ships, one the enemy, the other the player. The player has the following options: rotate the ship, move the ship, fire the laser cannon, fire the laser, or self-destruct. The object of this game is to destroy the enemy. The enemy, also being armed with a laser cannon and a laser, fires on you, so be careful.

EXAMPLE

```
RUN
ARE INSTRUCTIONS REQUIRED? TYPE EITHER
YES OR NO
?
YES
THERE ARE 5 EXECUTIVE COMMANDS; TURN THE
SHIP(1), MOVE(2), FIRE LASER CANNON(3),
FIRE LASER(4) AND SELF-DESTRUCT(5)
THE CANNON MUST BE FIRED WITHIN 10 DEGREES
OF 90 TO BE EFFECTIVE. NEGATIVE DEG TURNS TO-
    WARDS
0 AND POSITIVE DEG TOWARDS 180. ENTERING NEGATIVE
    KM
MOVES YOU TOWARDS THE ENEMY, WHILE POSITIVE
    MOVES
YOU AWAY. LASER EFFECTIVENESS IS RANDOM, DUE TO
SHIELDING, DISTANCE AND INTERSTELLAR DEBRIS
**********GOOD-LUCK**********
MAY THE FORCE BE WITH YOU
DISTANCE TO ENEMY 3.7 E0 3KM
BEARING IS 87 DEGREES
THE SKY FIGHTER HAS FIRED HIS LASER
YOUR TOTAL ENERGY IS NOW 9.75E03 UNITS
THE ENEMY HAS 9.5E03 UNITS OF ENERGY LETS
WHICH COMMAND DO YOU WISH TO EXECUTE
?
2
HOW MANY KM TO TRANSVERSE
?
- 3.3E03
DISTANCE TO ENEMY 400KM
BEARING IS 87 DEGREES
THE SKY FIGHTER HAS FIRED HIS LASER
```

```
YOUR TOTAL ENERGY IS NOW 9.32E03 UNITS
THE ENEMY HAS 9.0E03 UNITS OF ENERGY LEFT
WHICH COMMAND DO YOU WISH TO EXECUTE
?
5
YOU HAVE INSTRUCTED THE ON-BOARD COMPUTER
TO SELF-DESTRUCT, THE REACTOR HAS GONE
CRITICAL, YOU HAVE GONE TO MEET THE FORCE
YOUR DESTRUCTION HAS ALSO DESTROYED
THE SKY FIGHTER, YOU WILL BE REMEMBERED
AS A HERO
SPACE WARS IS OVER
TO PLAY SPACE WARS AGAIN TYPE GO,
OTHERWISE TYPE NO
?
NO
SPACE WARS SAYS  GOOD-BYE
*END
```


SPACE WARS (1)
START
ARE INST. REQUIRED
= "YES"
YES
OUTPUT INSTRUCTIONS
NO
NO
= "NO"
YES
COMPUTE DAMAGE CAUSED BY ENEMY
IS ENERGY 0
NO
PRINT "COMMAND"
YES
END MESSAGE
= 1
YES
TURN THE SHIP
NO
CONTINUE MESSAGE
= 2
YES
MOVE THE SHIP
NO
YES
= "YES"
= 3
YES
FIRE LASER CANNON
NO
NO
STOP
= 4
YES
FIRE LASER
NO
SELF DESTRUCT

SPACE WARS (1)

```
 10   REM THIS PROGRAM IS THE GAME OF SPACE
        WARS
 20   REM TWO SHIPS BATTLE, YOU MUST DESTROY
        THE
 30   REM ENEMY TO SAVE THE REPUBLIC
 40   RANDOMIZE
 50   PRINT "ARE INSTRUCTIONS REQUIRED? TYPE
        EITHER"
 60   PRINT "YES OR NO"
 70   INPUT A$
 80   IF A$ = "YES" THEN 120
 90   IF A$ = "NO" THEN 250
100   PRINT "INVALID RESPONSE"
110   GOTO 50
120   PRINT
130   PRINT "THERE ARE 5 EXECUTIVE COMMANDS;
        TURN THE"
140   PRINT "SHIP(1), MOVE(2), FIRE LASER CANNON(3),"
150   PRINT "FIRE LASER(4) AND SELF-DESTRUCT(5)"
160   PRINT "THE CANNON MUST BE FIRED WITHIN 10
        DEGREES"
170   PRINT "OF 90 TO BE EFFECTIVE. NEGATIVE DEG
        TURNS TOWARDS"
180   PRINT "0 AND POSITIVE DEG TOWARDS 180. EN-
        TERING NEGATIVE KM"
190   PRINT "MOVES YOU TOWARDS THE ENEMY, WHILE
        POSITIVE MOVES"
200   PRINT "YOU AWAY. LASER EFFECTIVENESS IS
        RANDOM, DUE TO"
210   PRINT "SHIELDING, DISTANCE AND INTERSTEL-
        LAR DEBRIS"
220   PRINT
230   PRINT "**********GOOD-LUCK**********"
240   PRINT "MAY THE FORCE BE WITH YOU"
250   LET E1 = 1E04
260   LET E2 = E1
270   LET D = 1E03 + INT(5E05*RND)
280   LET B = 1 + INT(180*RND)
290   GOSUB 340
300   GOSUB 390
310   LET E1 = E1 - D1
320   GOSUB 500
```

```
330   GOTO 690
340   IF D > = 1E05 THEN 370
350   LET L = 1
360   GOTO 380
370   LET L = 0
380   RETURN
390   IF L = 0 THEN 440
400   LET H2 = (1 + INT(100*RND))/100
410   LET D1 = 500*H2
420   LET E2 = E2 - 500
430   GOTO 490
440   LET M1 = 1 + INT(2*RND)
450   IF M1 = 1 THEN 470
455   LET D1 = 1000
460   GOTO 480
470   LET D1 = 0
480   LET E2 = E2 - 1000
490   RETURN
500   PRINT
510   PRINT "DISTANCE TO ENEMY ";D;"KM"
520   PRINT "BEARING IS ";B;" DEGREES"
530   IF L = 1 THEN 560
540   PRINT "THE SKY FIGHTER HAS FIRED THE LASER
        CANNON"
550   GOTO 570
560   PRINT "THE SKY FIGHTER HAS FIRED HIS LASER"
570   PRINT "YOUR TOTAL ENERGY IS NOW";E1;"
        UNITS"
580   PRINT "THE ENEMY HAS ";E2;" UNITS OF ENERGY
        LEFT"
590   IF E1 < = 0 THEN 620
600   IF E2 < = 0 THEN 650
610   GOTO 680
620   PRINT "YOUR ENERGY LEVEL IS ZERO, THE
        ENEMY"
630   PRINT "HAS WON, YOU HAVE BECOME ONE WITH
        THE FORCE!"
640   GOTO 1180
650   PRINT "THE ENEMY HAS RUN OUT OF ENERGY,
        YOU"
660   PRINT "HAVE WON"
670   GOTO 1180
680   RETURN
```

```
690   PRINT
700   PRINT "WHICH COMMAND DO YOU WISH TO EXE-
        CUTE"
710   INPUT C
720   ON C GOTO 730, 840, 1010, 1100, 1140
730   PRINT "HOW MANY DEGREES OF ROTATION"
740   INPUT B1
750   IF B + B1 = 0 THEN 800
760   IF B + B1 > 180 THEN 820
770   LET B = B + B1
780   LET E1 = E1 - (10*ABS(B1))
790   GOTO 290
800   PRINT "YOUR ANGLE MUST BE GREATER THAN 0
        DEGREES"
810   GOTO 730
820   PRINT "YOUR ANGLE MUST BE LESS THAN 181 DE-
        GREES"
830   GOTO 730
840   PRINT "HOW MANY KM TO TRANSVERSE"
850   INPUT K
860   IF D + K = 0 THEN 910
870   IF D + K > 1E06 THEN 960
880   LET D = D + K          K/1000))
890   LET E1 = E1 - (ABS(
900   GOTO 290
910   PRINT "YOU HAVE TRIED TO CLOSE THE DIS-
        TANCE TO ZERO"
920   PRINT "BETWEEN YOU AND THE ENEMY, THE
        ON-BOARD"
930   PRINT "COMMAND COMPUTER WILL NOT EXE-
        CUTE THIS MANEUVER"
940   PRINT
950   GOTO 840
960   PRINT "YOU HAVE TRIED TO EXCEED THE DIS-
        TANCE WHERE"
970   PRINT "ANY OF YOUR WEAPONS ARE EFFECTIVE"
980   PRINT "THE ON-BOARD COMPUTER WILL NOT"
990   PRINT "EXECUTE THIS MANEUVER"
1000  GOTO 840
1010  LET E1 = E1 - 1000
1020  IF B > = 80 THEN 1050
1030  PRINT "YOUR ANGLE IS TOO SMALL, YOU HAVE
        MISSED"
```

```
1040    GOTO 290
1050    IF B < = 100 THEN 1080
1060    PRINT "YOUR ANGLE IS TOO GREAT, YOU HAVE
          MISSED"
1070    GOTO 290
1080    LET E2 = E2 - 1000
1090    GOTO 290
1100    LET E1 = E1 - 500
1110    LET D2 = (1 + INT(100*RND))/100
1120    LET E2 = E2 - (D2*500)
1130    GOTO 290
1140    PRINT "YOU HAVE INSTRUCTED THE ON-BOARD
          COMPUTER"
1150    PRINT "TO SELF-DESTRUCT, THE REACTOR HAS
          GONE"
1160    PRINT "CRITICAL, YOU HAVE GONE TO MEET THE
          FORCE"
1170    IF D < = 500 THEN 1200
1180    PRINT "SPACE WARS IS OVER"
1190    GOTO 1240
1200    PRINT "YOUR DESTRUCTION HAS ALSO DE-
          STROYED"
1210    PRINT "THE SKY FIGHTER, YOU WILL BE REMEM-
          BERED"
1220    PRINT "AS A HERO"
1230    GOTO 1180
1240    PRINT
1250    PRINT "TO PLAY SPACE WARS AGAIN TYPE GO,"
1260    PRINT "OTHERWISE TYPE NO"
1270    INPUT Z$
1280    IF Z$ = "GO" THEN 1310
1290    PRINT "SPACE WARS SAYS GOOD-BYE"
1300    STOP
1310    PRINT
1320    GOTO 50
1330    END
```

SPACE WARS (2)

This computer simulation requires considerably more memory than any other program in the book. For the user who is memory limited, the following may be done. Deleting the REM statements, removing the instructions, and reducing the string lengths in the messages will reduce the memory requirement by about 50 percent.

EXAMPLE

```
RUN
ARE INSTRUCTIONS FOR SPACE WARS REQUIRED? TYPE
EITHER YES OR NO
?
YES
**********SPACE WARS**********
THE DEATH STAR SPACE STATION, YOUR GOAL, IS HEAV-
  ILY
SHIELDED AND MOUNTS MORE FIREPOWER THAN HALF
THE IMPERIAL FLEET. BUT, ITS DEFENSES WERE
PRIMARILY DESIGNED TO FEND OFF LARGE-SCALE CAPI-
  TAL
SPACE-SHIP ASSAULTS. A SMALL, ONE- OR TWO-MAN
X-WING FIGHTER SHOULD BE ABLE TO SLIP THROUGH
ITS DEFENSIVE SCREENS. YOUR MISSION IS TO DESTROY
THE DEATH STAR!!! ON ITS SURFACE THERE IS A SMALL
THERMAL EXHAUST PORT. ITS SIZE BELIES ITS IMPOR-
  TANCE
AS IT APPEARS TO BE AN UNSHIELDED SHAFT THAT RUNS
DIRECTLY INTO THE MAIN REACTOR SYSTEM POWERING
THE DEATH STAR SPACE STATION. SINCE THIS SERVES
AS AN EMERGENCY OUTLET FOR WASTE HEAT IN THE
EVENT OF REACTOR OVERPRODUCTION, ITS USEFUL-
  NESS
WOULD BE ELIMINATED BY ENERGY-PARTICLE SHIELD-
  ING.
A DIRECT HIT WOULD INITIATE A CHAIN REACTION THAT
WOULD DESTROY THE STATION, THUS PROTECTING THE
REPUBLIC
*********EXECUTIVE COMMANDS ARE*********
(1) FIRE HIGH-ENERGY TORPEDO
(2) FIRE LASER CANNON
(3) FIRE LASER
(4) PROPULSION OF X-WING
```

THE BATTLE COMPUTER OPTION MAY BE USED WITH COMMANDS
2 AND 3. THE ENERGY TORPEDO IS USED TO DESTROY THE DEATH STAR WITH, EACH TORPEDO EXPENDS 20,000 UNITS OF ENERGY. THE LASER CANNON MAY BE USED AGAINST THE SKY FIGHTERS, IT REQUIRES 5,000 UNITS THE LASER USES 1,000 ENERGY UNITS PER SHOT AND IT IS ALSO USED AGAINST THE SKY FIGHTERS.
THE BATTLE COMPUTER REQUIRES 500 ENERGY UNITS, BUT,
GUARANTEES A DIRECT HIT ON A SKY FIGHTER. TO DESTROY A SKY FIGHTER YOU MUST DEPLETE IT OF ENERGY.
MOVING THE X-WING SPACE CRAFT IS IMPERATIVE AS THE ENERGY TORPEDO MUST BE FIRED WITHIN 1000KM OF THE DEATH STAR. X-WING PROPULSION REQUIRES 1 ENERGY UNIT PER KM

****

GOOD-LUCK
MAY THE FORCE BE WITH YOU

****

DISTANCE TO DEATH STAR IS NOW 1E05KM
THE SKY FIGHTER HAS FIRED HIS LASER CANNON
THE DARK LORD IS EXTREMELY DANGEROUS!!!
THE SMITH LORD HAS USED A LASER CANNON ENERGY BEAM
YOUR TOTAL ENERGY IS NOW 4.98E05
WHICH COMMAND DO YOU WISH TO EXECUTE
?
4
HOW MANY UNITS OF ENERGY DO YOU WISH TO FEED TO THE HYPER-ATOMIC DRIVE UNIT, (1 UNIT/1KM)
CAUTION TOO MUCH ENERGY WILL OVER-HEAT THE REACTOR, INPUT NO MORE THAN 22,500 UNITS AT ANY ONE TIME
?
30,000
IN WHICH DIRECTION, AWAY (A) OR TOWARDS (T) THE DEATH STAR
?
T
YOU HAVE WASTED 3.0E04 UNITS OF ENERGY
THE REACTOR IS CRITICALLY OVERHEATED

```
DISTANCE TO DEATH STAR IS NOW 1E05KM
THE SKY FIGHTER HAS FIRED HIS LASER CANNON
RADER'S ON-BOARD ATTACK COMPUTER HAS MATCHED
YOUR COURSE, HIS WEAPONS ARE READY
THE SMITH LORD HAS USED A LASER CANNON ENERGY
  BEAM
YOUR TOTAL ENERGY IS NOW 4.39E05 UNITS
WHICH COMMAND DO YOU WISH TO EXECUTE
?
4
HOW MANY UNITS OF ENERGY DO YOU WISH TO FEED TO
THE HYPER-ATOMIC DRIVE UNIT, (1 UNIT/1KM)
**CAUTION** TOO MUCH ENERGY WILL OVER-HEAT
THE REACTOR, INPUT NO MORE THAN 22,500 UNITS
AT ANY ONE TIME
?
20,000
IN WHICH DIRECTION, AWAY (A) OR TOWARDS (T)
THE DEATH STAR
?
T
DISTANCE TO DEATH STAR IS NOW 8.0E04KM
THE SKY FIGHTER HAS FIRED HIS LASER CANNON
*CAUTION* GARTH RADER IS THE BEST SHOT IN THE
IMPERIAL FLEET, PLUS HE USES THE BAD SIDE OF THE
  FORCE
THE SMITH LORD HAS USED A LASER CANNON ENERGY
  BEAM
YOUR TOTAL ENERGY IS NOW 4.1E05 UNITS
WHICH COMMAND DO YOU WISH TO EXECUTE
?
//////////////////////////////////////////////////////
TO PLAY SPACE WARS AGAIN TYPE GO, IF
NOT TYPE NO
?
NO
SPACE WARS SAY GOOD-BYE AND MAY THE FORCE
  BE WITH YOU
*END
```

The ////// indicate where the program was terminated, this simulation may be played for a considerable length of time. In the interest of saving space and leaving the unexpected to the user only a portion of a typical run has been shown.

SPACE WARS (2)

```
10  REM THIS COMPUTER SIMULATION IS AN AD-
      VANCED VERSION OF
20  REM THE SPACE WARS GAME. YOUR MISSION IS
      TO DESTROY THE
30  REM DEATH STAR. YOU MAY BE ATTACKED BY
      THE DEATH STAR'S
40  REM DEFENSES AND BY THE SKY FIGHTERS
50  RANDOMIZE
60  PRINT "ARE INSTRUCTIONS FOR SPACE WARS
      REQUIRED? TYPE"
70  PRINT "EITHER YES OR NO"
80  INPUT A$
90  IF A$ = "YES" THEN 130
100 IF A$ = "NO" THEN 540
110 PRINT "YOU HAVE ISSUED AN INVALID RE-
      SPONSE"
120 GOTO 60
130 PRINT
140 PRINT "**********SPACE
      WARS**********"
150 PRINT "THE DEATH STAR SPACE STATION, YOUR
      GOAL, IS HEAVILY"
160 PRINT "SHIELDED AND MOUNTS MORE
      FIREPOWER THAN HALF"
170 PRINT "THE IMPERIAL FLEET. BUT, ITS DE-
      FENSES WERE"
180 PRINT "PRIMARILY DESIGNED TO FEND OFF
      LARGE-SCALE CAPITAL"
190 PRINT "SPACE-SHIP ASSAULTS. A SMALL, ONE-OR
      TWO-MAN"
200 PRINT "X-WING FIGHTER SHOULD BE ABLE TO
      SLIP THROUGH"
210 PRINT "ITS DEFENSIVE SCREENS. YOUR MISSION,
      IS TO DESTROY"
220 PRINT "THE DEATH STAR!!! ON ITS SURFACE
      THERE IS A SMALL"
230 PRINT "THERMAL EXHAUST PORT. ITS SIZE BE-
      LIES ITS IMPORTANCE"
240 PRINT "AS IT APPEARS TO BE AN UNSHIELDED
      SHAFT THAT RUNS"
250 PRINT "DIRECTLY INTO THE MAIN REACTOR
      SYSTEM, POWERING"
```

```
260 PRINT "THE DEATH STAR SPACE STATION. SINCE
      THIS SERVES"
270 PRINT "AS AN EMERGENCY OUTLET FOR WASTE
      HEAT IN THE"
280 PRINT "EVENT OF REACTOR OVERPRODUCTION,
      ITS USEFULNESS'
290 PRINT "WOULD BE ELIMINATED BY ENERGY-
      PARTICLE SHIELDING"
300 PRINT "A DIRECT HIT WOULD INITIATE A CHAIN
      REACTION THAT"
310 PRINT "WOULD DESTROY THE STATION, THUS
      PROTECTING THE"
320 PRINT "REPUBLIC"
330 PRINT "*******EXECUTIVE COMMANDS
      ARE********"
340 PRINT "(1) FIRE HIGH-ENERGY TORPEDO"
350 PRINT "(2) FIRE LASER CANNON"
360 PRINT "(3) FIRE LASER"
370 PRINT "(4) PROPULSION OF X-WING"
380 PRINT "THE BATTLE COMPUTER OPTION MAY BE
      USED WITH COMMANDS"
390 PRINT "2 AND 3. THE ENERGY TORPEDO IS USED
      TO DESTROY"
400 PRINT "THE DEATH STAR WITH, EACH TORPEDO
      EXPENDS 20,000"
410 PRINT "UNITS OF ENERGY. THE LASER CANNON
      MAY BE USED"
420 PRINT "AGAINST THE SKY FIGHTERS, IT RE-
      QUIRES 5,000 UNITS"
430 PRINT "THE LASER USES 1,000 ENERGY UNITS
      PER SHOT AND IT"
440 PRINT "IS ALSO USED AGAINST THE SKY FIGHT-
      ERS."
450 PRINT "THE BATTLE COMPUTER REQUIRES 500
      ENERGY UNITS, BUT,"
460 PRINT "GUARANTEES A DIRECT HIT ON A SKY
      FIGHTER. TO DESTROY"
465 PRINT "A SKY FIGHTER YOU MUST DEPLETE IT OF
      ENERGY."
470 PRINT "MOVING THE X-WING SPACE CRAFT IS IM-
      PERATIVE AS"
480 PRINT "THE ENERGY TORPEDO MUST BE FIRED
      WITHIN 1000KM"
```

```
490     PRINT "OF THE DEATH STAR. X-WING PROPUL-
          SION REQUIRES"
500     PRINT "1 ENERGY UNIT PER KM"
510     PRINT"***********************************************"
520     PRINT" GOOD-LUCK "
530     PRINT  "MAY THE FORCE BE WITH YOU"
535     PRINT"***********************************************"
536     REM X-WING ENERGY AND SKY ENERGY
540     LET X1 = 5E05
550     LET T1 = 1E04
560     LET T2 = 5E04
570     LET D = 1E05
580     GOSUB 630
590     GOSUB 730
600     GOSUB 830
610     GOSUB 1040
620     GOSUB 1500
625     GOTO 580
630     IF D > 1E04 THEN 660
640     LET L = 1
650     GOTO 700
660     LET L = 0
670     LET H = (1 + INT(100*RND))/100
680     LET E1 = 5000*H
690     GOTO 720
700     LET H = (1 + INT(100*RND))/100
710     LET E1 = 1000*H
720     RETURN
730     IF D > 5E03 THEN 760
740     LET K = 1
750     GOTO 800
760     LET K = 0
770     LET H = (1 + INT(100*RND))/100
780     LET E2 = 8000*H
790     GOTO 820
800     LET H = (1 + INT(100*RND))/100
810     LET E2 = 3000*H
820     RETURN
830     IF D < 3E03 THEN 860
840     LET E3 = 0
850     GOTO 880
860     LET H = (1 = INT(100*RND))/100
870     LET E3 = 2E04*H
```

```
880   LET T1 = T1 - E1
890   LET T2 = T2 - E2
900   IF T1 < = 0 THEN 920
910   GOTO 950
920   LET E1 = 0
930   LET Y = 1
940   GOTO 960
950   LET Y = 0
960   IF T2 < = 0 THEN 980
970   GOTO 1010
980   LET E2 = 0
990   LET Z = 1
1000  GOTO 1020
1010  LET Z = 0
1020  LET X1 = X1 - E1 - E2 - E3
1030  RETURN
1040  PRINT "DISTANCE TO DEATH STAR IS NOW";
        D;"KM"
1045  IF Y = 1 THEN 1100
1050  IF L = 0 THEN 1080
1060  PRINT "THE SKY FIGHTER HAS FIRED HIS LASER"
1070  GOTO 1110
1080  PRINT "THE SKY FIGHTER HAS FIRED HIS LASER
        CANNON"
1090  GOTO 1110
1100  PRINT "THE SKY FIGHTER IS OUT OF ACTION!!!"
1110  IF Z = 1 THEN 1180
1120  GOTO 1220
1130  IF K = 0 THEN 1160
1140  PRINT"THE DARK LORD HAS FIRED HIS HIGH
        ENERGY LASER"
1150  GOTO 1360
1160  PRINT "THE SMITH LORD HAS USED A LASER CAN-
        NON ENERGY BEAM"
1170  GOTO 1360
1180  PRINT "GARTH RADER HAS EXPENDED ALL HIS
        WEAPON'S ENERGY"
1190  PRINT "SUPPLY. HE IS CURRENTLY ESCAPING TO
        THE ENDS OF"
1200  PRINT "THE GALAXY. ***THE FORCE IS WITH
        YOU***"
1210  GOTO 1360
```

```
1220    LET C = 1 + (5*RND)
1230    ON C GOTO 1240, 1270, 1290, 1310, 1330
1240    PRINT "*CAUTION*GARTH RADER IS THE BEST
          SHOT IN THE"
1250    PRINT "IMPERIAL FLEET, PLUS HE USES THE BAD
          SIDE OF THE FORCE"
1260    GOTO 1130
1270    PRINT "THE DARK LORD IS EXTREMELY
          DANGEROUS!!!"
1280    GOTO 1130
1290    PRINT "**CAUTION RADER IS INHUMANLY ACCU-
          RATE CAUTION**"
1300    GOTO 1130
1310    PRINT "THE SMITH LORD'S PRECISION IS AWE-
          SOME"
1320    GOTO 1130
1330    PRINT "RADER'S ON-BOARD ATTACK COMPUTER
          HAS MATCHED"
1340    PRINT "YOUR COURSE, HIS WEAPONS ARE
          READY"
1350    GOTO 1130
1360    IF D < = 3E03 THEN 1380
1370    GOTO 1410
1380    PRINT "***YOU ARE CLOSER THAN 3000KM TO
          THE SPACE STATION"
1390    PRINT "THE DEATH STAR'S AUTOMATIC DE-
          FENSE NETWORK HAS BEEN"
1400    PRINT "ACTIVATED. ***USE EXTREME CAU-
          TION***"
1410    PRINT
1415    PRINT "YOUR TOTAL ENERGY IS NOW ";X1;"
        UNITS"
1420    IF X1 < 2E04 THEN 1140
1430    GOTO 1490
1440    PRINT "YOU HAVE DEPLETED YOUR ENERGY
          SUPPLY, THE DEATH"
1450    PRINT "STAR WILL NOW DESTROY YOUR HOME
          PLANET"
1460    PRINT "YOU WILL BE A HERO NOWHERE AND RE-
          MEMBERED BY NONE"
1470    PRINT "*****YOU HAVE MISUSED THE
          FORCE*****"
1480    GOTO 2690
```

```
1490    RETURN
1500    PRINT
1510    PRINT "WHICH COMMAND DO YOU WISH TO EXE-
          CUTE"
1520    INPUT B
1530    ON B GOTO 1540, 1690, 2030, 2320
1540    IF D < = 1000 THEN 1590
1550    PRINT "YOU HAVE WASTED A TORPEDO, YOU ARE
          FARTHER"
1560    PRINT "AWAY THAN 1000KM"
1570    LET X1 = X1 - 2E04
1580    GOTO 2680
1590    LET H = 1 + (INT(100*RND))
1600    IF H > = 50 THEN 1640
1610    PRINT "YOU SHOULD HAVE USED THE FORCE,
          YOU HAVE MISSED"
1620    LET X1 = X1 - 2E04
1630    GOTO 2680
1640    PRINT "THE FORCE WAS WITH YOU, YOU HAVE
          SINGLE-HANDED"
1650    PRINT "DESTROYED THE DEATH STAR. YOU
          HAVE SAVED THE"
1660    PRINT "REPUBLIC AND PRINCESS LEAH ARGONA
          WILL LOVE"
1670    PRINT "YOU FOREVER."
1680    GOTO 2740
1690    PRINT "THE CANNON IS READY, DO YOU WISH
          COMPUTER ASSISTANCE"
1700    PRINT "ENTER EITHER YES OR NO"
1710    INPUT C$
1720    IF C$ = "YES" THEN 1820
1730    IF C$ = "NO" THEN 1880
1740    PRINT "INVALID RESPONSE"
1750    GOTO 1700
1760    PRINT "WHICH FIGHTER THE SKY "S" OR RADER
          "R"
1770    INPUT C$
1780    IF C$ = "T" THEN 1840
1790    IF C$ = "V" THEN 1860
1800    PRINT "WHICH????"
1810    GOTO 1760
1820    LET Q = 5000
1830    GOTO 1760
```

```
1840    LET T1 = T1 – Q
1850    GOTO 1960
1860    LET T2 = T2 – Q
1870    GOTO 1960
1880    PRINT "DO YOU WISH TO FIRE ON GARTH RADER
          (R) OR"
1890    PRINT "ON THE SKY FIGHTER (S)"
1900    INPUT C$
1910    LET Q = 5000*((1 + INT(100*RND))/100)
1920    IF C$ = "S" THEN 1980
1930    IF C$ = "R" THEN 2000
1940    PRINT "WHICH ENEMY????"
1950    GOTO 1880
1960    LET X1 = X1 – 5500
1970    GOTO 2660
1980    LET T1 = T1 – Q
1990    GOTO 2010
2000    LET T2 = T2 – Q
2010    LET X1 = X1 – 5000
2020    GOTO 2660
2030    PRINT "YOU HAVE DECIDED ON USING THE
          LASER"
2040    PRINT "DO YOU WISH COMPUTER ASSISTANCE,
          YES OR NO"
2050    INPUT C$
2060    IF C$ = "YES" THEN 2100
2070    IF C$ = "NO" THEN 2120
2080    PRINT "THE COMPUTER RESPONSES ONLY TO A
          YES OR A NO"
2090    GOTO 2040
2100    LET J = 1
2110    GOTO 2130
2120    LET J = 0
2130    PRINT "WHICH FIGHTER THE SKY (S) OR RADER
          (R)"
2140    PRINT "DO YOU WISH TO FIRE ON"
2150    INPUT C$
2160    IF J = 1 THEN 2190
2170    LET Q = 1000*((1 + INT(100*RND))/100)
2180    GOTO 2200
2190    LET Q = 1000
2200    IF C$ = "S" THEN 2240
2210    IF C$ = "R" THEN 2260
```

```
2220  PRINT "WHICH TARGET?????"
2230  GOTO 2130
2240  LET T1 = T1 - Q
2250  GOTO 2270
2260  LET T2 = T2 - Q
2270  IF J = 1 THEN 2300
2280  LET X1 = X1 - 1000
2290  GOTO 2660
2300  LET X1 = X1 - 1500
2310  GOTO 2660
2320  PRINT "HOW MANY UNITS OF ENERGY DO YOU
        WISH TO FEED TO"
2330  PRINT "THE HYPER-ATOMIC DRIVE UNIT, (1
        UNIT/1KM)"
2340  PRINT "**CAUTION** TOO MUCH ENERGY WILL
        OVER-HEAT"
2350  PRINT "THE REACTOR, INPUT NO MORE THAN
        22,500 UNITS"
2360  PRINT "AT ANY ONE TIME"
2370  INPUT F
2380  PRINT "IN WHICH DIRECTION, AWAY (A) OR TO-
        WARDS (T)"
2390  PRINT "THE DEATH STAR"
2400  INPUT C$
2410  IF F > 2.25E04 THEN 2470
2420  IF C$ = "A" THEN 2500
2430  IF C$ = "T" THEN 2620
2440  PRINT "DON'T YOU KNOW WHICH DIRECTION YOU
        WANT TO GO TO"
2450  GOTO 2380
2460  REM OVERHEATING THE REACTOR
2470  PRINT "YOU HAVE WASTED ";F;" UNITS OF
        ENERGY"
2480  PRINT "THE REACTOR IS CRITICALLY OVER-
        HEATED"
2490  GOTO 2640
2500  LET D = D + F
2510  IF D > = 1.5E05 THEN 2540
2520  GOTO 2640
2530  REM WENT TOO FAR
2540  PRINT "WHERE ARE YOU GOING?? THE BATTLE IS
        IN THE"
2550  PRINT "OPPOSITE DIRECTION"
```

```
2560    GOTO 2640
2570    PRINT "YOU HAVE SMASHED INTO THE DARK
          STAR*******"
2580    PRINT "WHERE DID YOU LEARN TO FLY, GARTH
          RADER"
2590    PRINT "IS LAUGHING AT YOU;; OH!! BY THE
          WAY---"
2600    PRINT "* * * * * * YOU HAVE LOST * * * * * * "
2610    GOTO 2690
2620    LET D = D - F
2630    IF D < = 0 THEN 2570
2640    LET X1 = X1 - F
2650    GOTO 2680
2660    PRINT "THE SKY FIGHTER'S ENERGY IS NOW
          ";T1;"UNITS"
2670    PRINT "THE DARK LORD'S ENERGY IS" ;T2;"
          UNITS"
2680    RETURN
2690    PRINT "YOU ARE AN INCOMPETENT GOOD
          KNIGHT"
2700    PRINT "YOU HAVE DISGRACED THE MEMORY OF"
2710    PRINT "OBI- SAN COYOTE! WHOSE SIDE ARE YOU
          ON??"
2720    PRINT "WHY DON'T YOU PROVE YOUR WORTH
          AND TRY AGAIN"
2730    GOTO 2760
2740    PRINT "OBI- SAN COYOTE WOULD BE PROUD OF
          YOU"
2750    PRINT "YOU ARE INDEED A **GOOD KNIGHT**"
2760    PRINT
2770    PRINT "TO PLAY SPACE WARS AGAIN TYPE GO, IF"
2780    PRINT "NOT TYPE NO"
2790    INPUT L$
2800    IF L$ = "GO" THEN 2840
2810    IF L$ = "NO" THEN 2860
2820    PRINT "DO YOU WANT TO STOP OR PLAY
          AGAIN?????"
2830    GOTO 2770
2840    PRINT
2850    GOTO 50
2860    PRINT "SPACE WARS SAY GOOD-BYE AND MAY
          THE FORCE BE WITH YOU"
2870    END
```

STRAIGHT LINE DEPRECIATION

This program computes the value depreciation of an item by the straight line method.

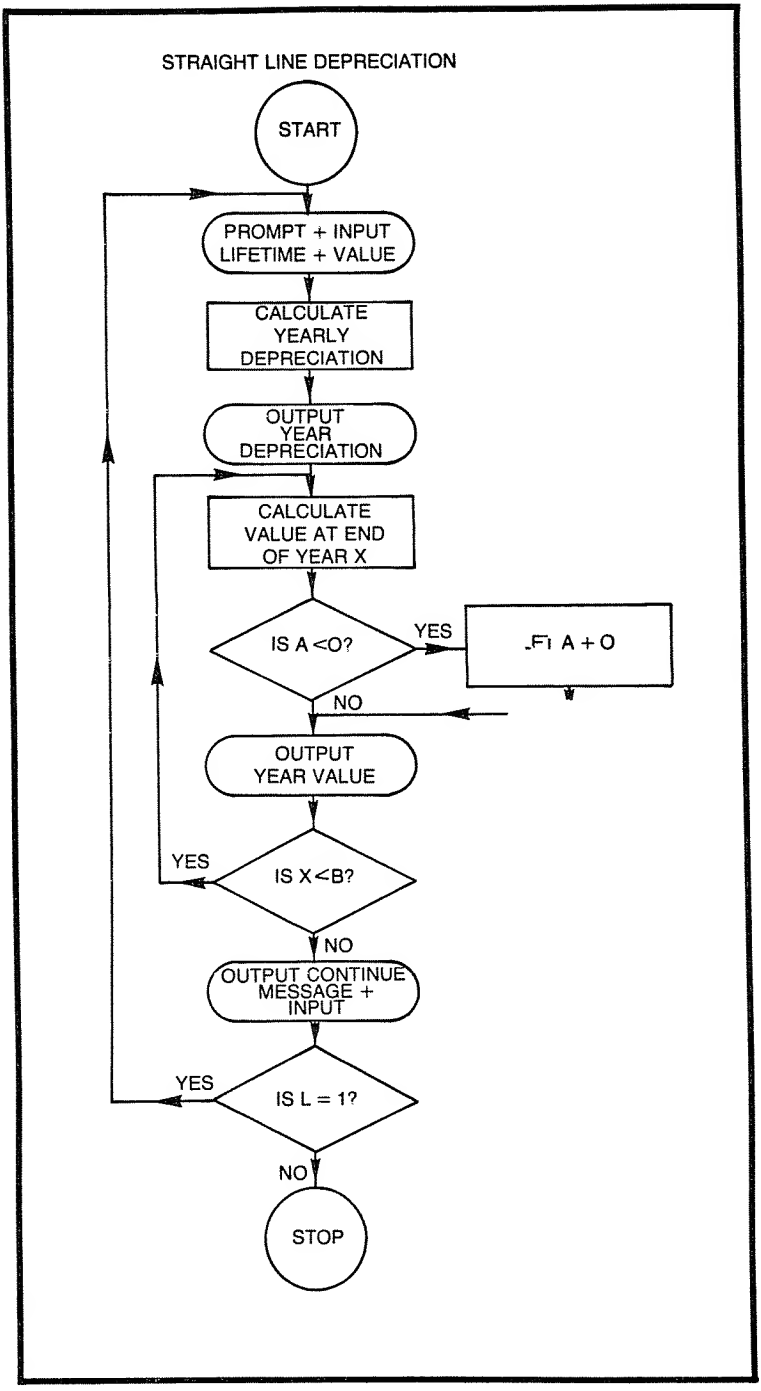
FORMULA

X_C = *last current value,* D = *depreciation per year,*
X_1 = *new current value*

$$X_C - D = X_1$$

EXAMPLE

```
ORIGINAL VALUE =
?
10000
LIFETIME IN YEARS =
?
12
YEARLY DEPRECIATION = 833.333
     YEAR          VALUE
       1           9166.66
       2           8333.33
       3           7500.
       4           6666.66
       5           5833.33
       6           5000.
       7           4166.66
       8           3333.33
       9           2500.
      10           1666.66
      11           333.333
      12           0
**********************************
TYPE 1 TO CONTINUE, 0 TO STOP
?
0
*END
```


STRAIGHT LINE DEPRECIATION
START
PROMPT + INPUT LIFETIME + VALUE
CALCULATE YEARLY DEPRECIATION
OUTPUT YEAR DEPRECIATION
CALCULATE VALUE AT END OF YEAR X
IS A <O?
YES
NO
OUTPUT YEAR VALUE
IS X<B?
YES
NO
OUTPUT CONTINUE MESSAGE + INPUT
IS L = 1?
YES
NO
STOP

STRAIGHT LINE DEPRECIATION

```
 10    REM THIS PROGRAM COMPUTES VALUE DEPRE-
         CIATION
 20    REM BY THE STRAIGHT LINE METHOD
 30    PRINT "ORIGINAL VALUE = ";
 40    INPUT A
 50    PRINT "LIFETIME IN YEARS = ";
 60    INPUT B
 70    LET C = A/B
 80    PRINT "YEARLY DEPRECIATION = ";C
 90    PRINT
100    PRINT "YEAR", "VALUE"
110    LET X = 0
120    LET X = X + 1
130    LET A = A - C
140    IF A < 0 THEN 160
150    GOTO 170
160    LET A = 0
170    PRINT X,A
180    IF X < B THEN 120
190    PRINT "**********************"
200    PRINT "TYPE 1 TO CONTINUE, 0 TO STOP"
210    INPUT L
220    IF L = 1 THEN 240
230    STOP
240    PRINT
250    GOTO 30
260    END
```

VECTOR CROSS PRODUCT

If $A(A_1, A_2, A_3)$ and $B(B_1, B_2, B_3)$ are two three-dimensional vectors then the cross product of A and B is denoted by AxB. The program responds with a solution represented by X, Y and Z.

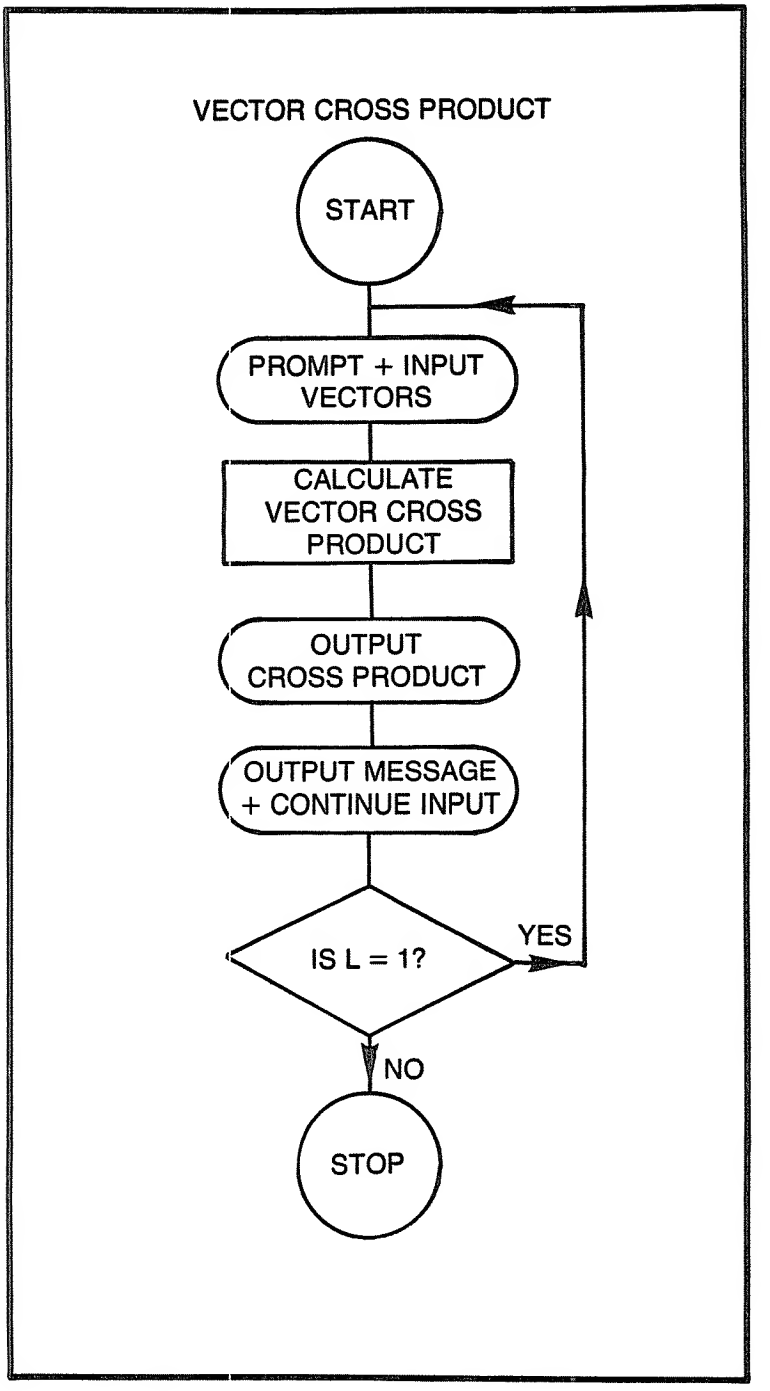
FORMULAE

$$A \times B = \begin{vmatrix} A_2 A_3 \\ B_2 B_3 \end{vmatrix}, - \begin{vmatrix} A_1 A_3 \\ B_1 B_3 \end{vmatrix}, \begin{vmatrix} A_1 A_2 \\ B_1 B_2 \end{vmatrix}$$

$$= (A_2B_3 - A_3B_2, A_3B_1 - A_1B_3, A_1B_2 - A_2B_1)$$

EXAMPLES

```
ENTER 1ST VECTOR (A1,A2,A3)
?
10,11,10
ENTER 2ND VECTOR (B1,B2,B3)
?
4,3,4
VECTOR CROSS PRODUCT
X =  14   Y = 0   Z = - 14
++++++++++++++++++++++++++++
TYPE 1 TO CONTINUE, 0 TO STOP
?
1
ENTER 1ST VECTOR (A1,A2,A3)
?
12,23,34
ENTER 2ND VECTOR (B1,B2,B3)
?
23,41,67
VECTOR CROSS PRODUCT
X = 147   Y = - 22   Z = - 37
++++++++++++++++++++++++++++++++++
TYPE 1 TO CONTINUE, 0 TO STOP
?
0
*END
```


VECTOR CROSS PRODUCT
START
PROMPT + INPUT VECTORS
CALCULATE VECTOR CROSS PRODUCT
OUTPUT CROSS PRODUCT
OUTPUT MESSAGE + CONTINUE INPUT
IS L = 1?
YES
NO
STOP

VECTOR CROSS PRODUCT

```
 10    REM THIS PRODUCT COMPUTES THE CROSS PRO-
         DUCT
 20    REM OF TWO VECTORS
 30    PRINT "ENTER 1ST VECTOR (A1,A2,A3)"
 40    INPUT A1,A2,A3
 50    PRINT "ENTER 2ND VECTOR (B1,B2,B3)
 60    INPUT B1,B2,B3
 70    LET X = (A2*B3) - (A3*B2)
 80    LET Y = (A3*B1) - (A1*B3)
 90    LET Z = (A1*B2) - (A2*B1)
100    PRINT "VECTOR CROSS PRODUCT"
110    PRINT "X = ";X,"Y = ";Y,"Z = ";Z
120    PRINT "++++++++++++++++++++ "
130    PRINT "TYPE 1 TO CONTINUE, 0 TO STOP"
140    INPUT L
150    IF L = 1 THEN 170
160    STOP
170    PRINT
180    GOTO 30
190    END
```

VECTOR DOT PRODUCT AND NORM

This program computes the vector dot product, also known as the scalar product and the norms of two vectors.

FORMULAE

$\vec{A} = (A_1,A_2,A_3)$ *and* $\vec{B}$ (B_1,B_2,B_3) *are two vectors*

NORM of $\vec{A}$ *is denoted* $|\vec{A}|$ *and* $\vec{B}$ *is denoted* $|\vec{B}|$

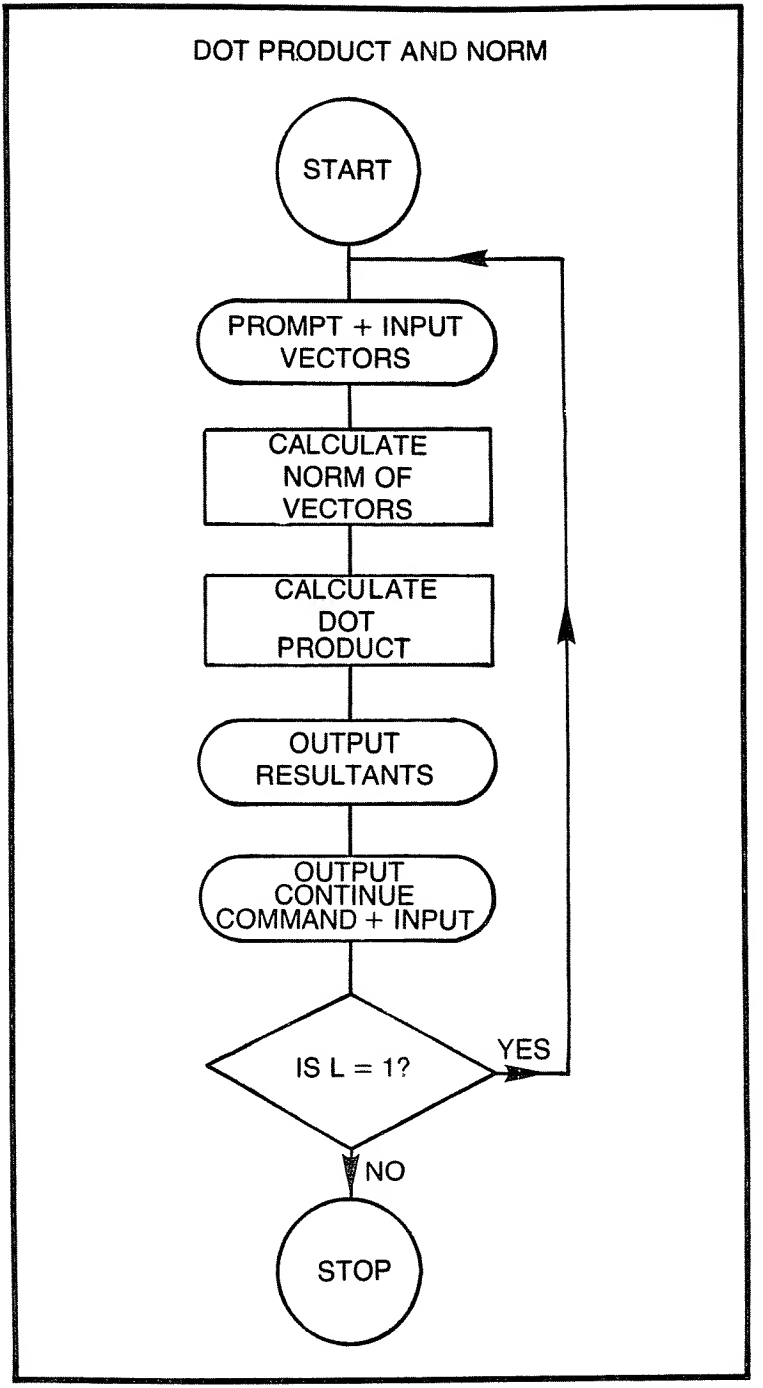
$$|\vec{A}| = \sqrt{A_1^2 + A_2^2 = A_3^2}$$

$$|\vec{B}| = \sqrt{B_1^2 + B_2^2 + B_3^2}$$

$$\vec{A} \cdot \vec{B} = A_1 B_1 + A_2 B_2 + A_3 B_3$$

EXAMPLE

```
ENTER FIRST VECTOR (A1,A2,A3)
?
2,3,4
ENTER SECOND VECTOR (B1,B2,B3)
?
5,6,7
DOT PRODUCT = 56
NORM OF 1ST VECTOR = 5.38516
NORM OF 2ND VECTOR = 10.4880
**********************************
TYPE 1 TO CONTINUE, 0 TO STOP
?
0
*END
```


DOT PRODUCT AND NORM
START
PROMPT + INPUT VECTORS
CALCULATE NORM OF VECTORS
CALCULATE DOT PRODUCT
OUTPUT RESULTANTS
OUTPUT CONTINUE COMMAND + INPUT
IS L = 1?
YES
NO
STOP

VECTOR DOT PRODUCT AND NORM

```
10    REM THIS PROGRAM COMPUTES DOT PRODUCT
        AND
20    REM THE NORMS OF TWO VECTORS
30    PRINT "ENTER 1ST VECTOR (A1,A2,A3)"
40    INPUT A1,A2,A3
50    PRINT "ENTER 2ND VECTOR (B1,B2,B3)"
60    INPUT B1,B2,B3
70    REM CALCULATE NORM OF A VECTOR
80    LET X = SQR((A1↑2) + (A2↑2) + (A3↑2))
90    REM CALCULATE NORM OF B VECTOR
100   LET Y = SQR((B1↑2) + (B2↑2) + (B3↑2))
110   REM CALCULATE DOT PRODUCT
120   LET Z = (A1*B1) + (A2*B2) + (A3*B3)
130   PRINT "DOT PRODUCT = ";Z
140   PRINT "NORM OF 1ST VECTOR = ";X
150   PRINT "NORM OF 2ND VECTOR = ";Y
160   PRINT "**************************"
170   PRINT "TYPE 1 TO CONTINUE, 0 TO STOP"
180   INPUT L
190   IF L = 1 THEN 210
200   STOP
210   PRINT
220   GOTO 30
230   END
```

57 PRACTICAL PROGRAMS & GAMES IN BASIC

From arithmetic progression to statistical permutations to one-arm bandits, here are 57 practical, useful and fun programs designed to help you really put your minicomputer to work!

Game programs include blackjack, one-arm bandit, craps, and two space war games. Math and accounting programs include compounding, straight-line depreciation, statistical permutations, instant derivatives, and solutions for integrals—even a whole section of geometric solutions for modern-day Euclids. For history buffs, there is a Day-of-the-Week program for any date back through 1753.

Each program begins with an introductory paragraph describing its capabilities, and continues with a typical program sequence and flowchart. All programs will run on any floating point BASIC.

The author is a veteran computer programmer with extensive experience in developing software in various languages for a wide range of hardware systems.

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